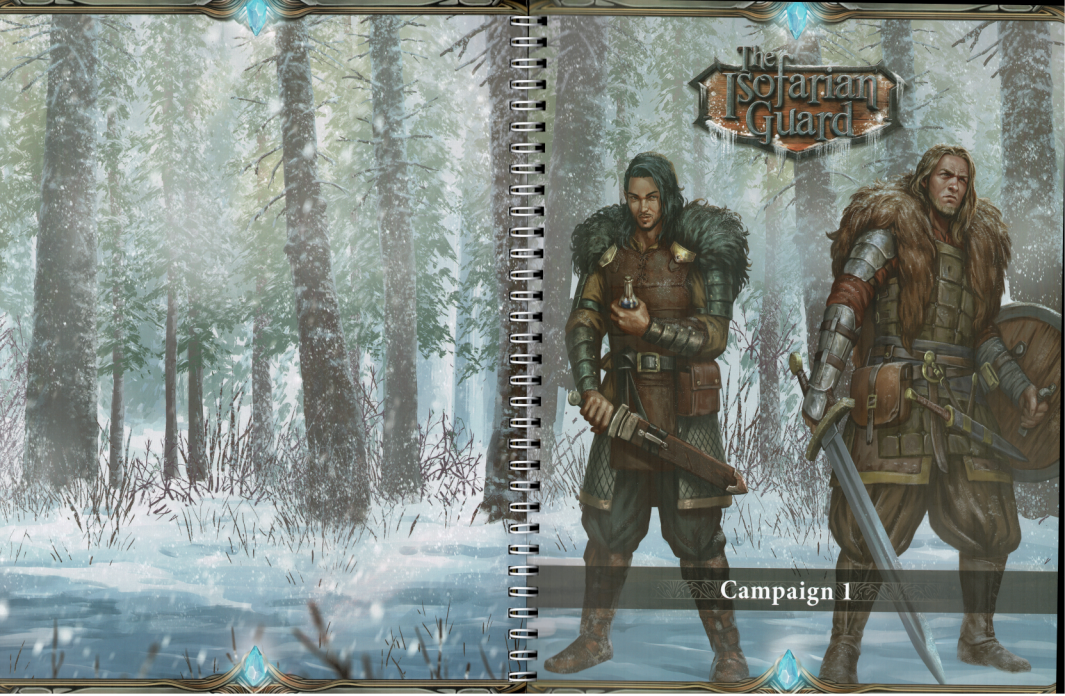
The Isofarian Guard
Campaign 1

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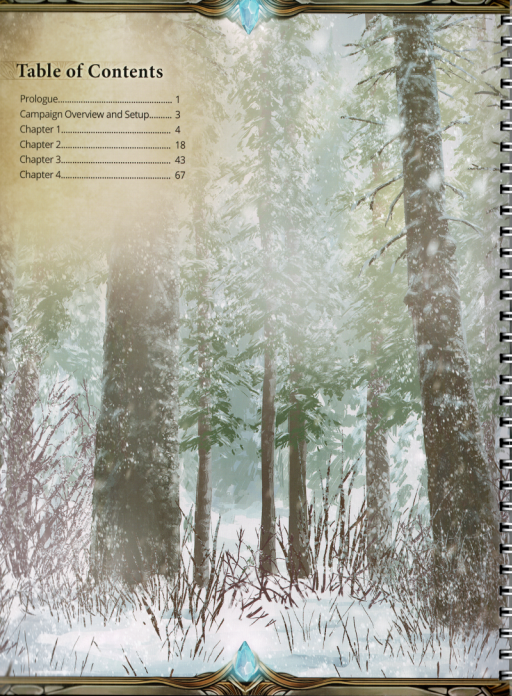

The Isofarian Guard - Prologue - Yury

A cold wind bites into your face as you stare across the killing field. It makes your eyes water and then freeze, covering your eyelashes in tiny ice crystals. You close your eyes to melt the ice, and so you won't have to stare at the bodies. The Falmundians lay piled up in the narrow pass where you and your fellow Guards had ambushed them. A few soldiers had managed to survive the initial arrow barrage and attempted to flee, but they only provided slightly harder target practice. Even with your eyes closed, the images are etched on your eyelids - the surprise on the soldier's faces, followed quickly by fear and panic. They hadn't stood a chance.

Already, the wind and snow are working to sweep the carnage under a fresh white blanket. You and a couple of the younger Guards begin picking through the dead like carrion crows, searching for anything of value. You brush the snow from a fallen captain revealing a face that is far too young. Reaching into the dead man's pockets, you are rewarded with a folded piece of parchment bearing the broken wax seal of Falmund. Inside is a hastily scribbled letter in a script you can't read, most likely marching orders for the deceased squad. It feels odd to be holding the letter that sent its bearer to his doom. If the soldiers had been able to carry out their orders, it would be you lying in the snow alongside your brothers and sisters.

You suddenly feel very tired. What is it all for? The senseless fighting, the waste of life, there is no meaning in it! With a sigh, you rise from the corpse and begin making your way toward Captain Grigory with the letter. On the way, you pass Pavel and Yana who are busy rifling through another corpse. They glance up and notice the letter, nodding in approval, before returning to their grim task.

Captain Grigory is deep in conversation with Vera, Catherine, and Kharzin when you approach with the letter. The captain notices you and breaks away from the group.

"What have you found, Yury?"

"A letter on their captain, sir. Probably orders, but I can't make it out." Captain Grigory scans the letter and frowns.

"This is odd. It appears this group was not part of the regular army. They were a special detachment calling themselves 'Stonehunters'. What could their purpose have been?"

"I have heard of these 'stonehunters,'" says Catherine, stepping forward. "They have bought into their mad king's delusions about the Stonebound."

"Stonebound? You mean the rumors of people with magic powers?" asks Captain Grigory.

"Yes," she replies. "These Stonebound supposedly use special stones to give them magic powers. This group of stonehunters must have been tracking some poor soul when they made the mistake of crossing into our lands."

"It's all nonsense," interjects Vera. "The Stonebound don't even exist. What kind of fool believes in magic and fairy tales?"

"What do you think, Kharzin?" asks Captain Grigory. "Do you have any insight into the matter?"

Kharzin looks down at his boots and inhales slowly before letting it out. He seems to be weighing his thoughts. A few moments pass before he seems to reach some decision. He looks up slowly and meets the captain's eyes.

"It's not nonsense. I have seen a Stonebound with my own eyes." Kharzin waits to be interrupted, but everyone is silent, waiting for him to go on.

"This was a few months ago. I was on a galley patrolling just off the east coast near neutral waters. We had been out for about a week and we were just making one last run of the coastline before returning home when five Falmund ships came out of nowhere. They had been hiding in a cove waiting for us. Before we could react they had lobbed a ball of burning pitch right at us. Captain, I knew in that moment I was going to die. I could only stare as that ball of fiery death got closer. It was a perfect shot. And then it was gone. I couldn't believe my eyes! We all looked around to see what had happened. Someone pointed up at the cliffs above us. There was a lone girl standing there. I didn't get a clear look at her before she...."

"What?" coaxes Captain Grigory. "What did you see?"

"Well sir, she jumped."

"She jumped?"

"Yes, sir. My heart leapt into my throat. I thought she was going to die. But she didn't. She flew towards the Falmund ships like a falling meteor. Halfway down, a brilliant spear appeared in her hand and she drove it right through the deck of the lead ship."

Kharzin pauses, gauging everyone's reaction. The faces looking back at him range from thoughtful to incredulous. Then, Vera begins to laugh. it starts as a snicker and builds up to a full on belly laugh.

"Why have we never heard of this meteor girl of yours, Kharzin?" she questioned mockingly. "Let me guess, she destroyed all the ships and then flew back into space, but not before stopping to give you a peck on the cheek!"

"Enough, Vera," commands Captain Grigory.

"It's true!" proclaims Kharzin. "She destroyed every ship there, then disappeared."

Vera doubles over in laughter until nothing but wheezing comes out of her.

Kharzin turns away in disgust.

"I know what I saw."

"I don't doubt your sincerity, my friend," says Captain Grigory, placing his arm around Kharzin's shoulders. "But perhaps you were so scared in the moment that you weren't thinking straight?"

"Captain...." begins Kharzin.

"It's okay Kharzin, we'll speak more of this later. We need to check on Pavel and Yana, then head back to Silny."

Captain Grigory heads back down into the narrow pass followed by Catherine and Vera, who is still chuckling and wiping tears from her eyes. You put your hand on Kharzin's shoulder offering silent support before following the others. When you reach them, your breath catches. There before you stands Pavel and Yana, each holding a strange stone. Stranger still, they are glowing. Kharzin smiles and looks at Vera. She isn't laughing anymore.

Campaign Overview & Setup

Campaign 1 begins with Grigory traveling to Silny to inform the King about what has happened.

Chapter 1 of this campaign will serve as a tutorial on how the game mechanics work. Follow the narrative and directions on each page until the tutorial is complete. Once completed, you'll be free to explore Isofar!

For some of the tutorial section you'll be controlling Grigory only, but shortly after that another companion joins your journey. If playing solo, you'll then control two Guards. If playing with another player (co-op), you can choose which player controls each Guard throughout your adventure.

Follow the '**Starting a New Game**' section listed on pages 17-18 of the rulebook.

Grigory begins with the following stats:
Health (HP): 20
Attack (ATK): 3
Defense (DEF): 2
Action Points (AP): 2

Place the required cubes for Grigory's stats in his Guard Dashboard. Red cubes are used for HP, ATK, and DEF. Gray cubes are used for AP.

Grigory begins with the following equipment:
Weapon: Captain's Blade (1 Star)
Armor: Guard's Tunic (1 Star)
Accessory: None
Item: Health Potion
Satchel: None

Find his starting equipment cards in the equipment and item sections of the square card index, and place them in the marked slots of the Guard Dashboard.

Grigory begins with the following chips:
(Based on his starting stats, 3 ATK and 2 DEF)

3 X

2 X

Place Grigory's starting chips in his bag.

Grigory begins with the following Guard Ability Cards:
Guard/Take Cover
Feint/Preparation
Advance/Critical Strike

Cards are always placed with the 'Primary' (P) side up. You may place these cards in any of the six available slots on the Guard Ability Dashboard.

Grigory also begins with a single Stonebound Ability Card: Cross Slash

You may place 'Cross Slash' in any available slot on the Guard Ability Dashboard. Place a 'Fire' (red) Speaking Stone gem in the numbered slot just below the card in its 'Ready' slot (left slot). Note that 'Cross Slash' has a '**Garnet**' Speaking Stone listed on the back of the card. Find a Garnet Speaking Stone card from the "Speaking Stone" section of the square card index, and place it under Grigory's weapon (Captain's Blade) on his Guard Dashboard. Garnet uses the stone slot on the back of Captain's Blade and gives Grigory an additional chip for his bag.

Place the following chip in Grigory's bag: 1X

Place Grigory's Bust Chip on Node 28. Proceed to page 4 to begin Chapter 1!

Chapter 1

Chapter 1:1 Mountain Pass - Grigory

Pavel and Yana are glowing. You blink your eyes, but nothing changes. They just stand there...glowing. 'Stonebound." The word forms in your mind. You immediately begin scrambling for other explanations; a trick of the light, a hallucination, anything to explain how two people can be standing right in front of you glowing!

"Captain?' Yana's quiet voice pulls you out of your thoughts. You look up to see she is staring at you.

"What-?" your voice catches. You can't seem to remember how to speak.

"Captain, it's okay," soothes Yana. 'Everything will be okay." She smiles and places a small stone in your hand.

Time ceases to exist. You are surrounded by an immense presence that threatens to overwhelm your senses. Pieces of your life flash before your eyes; your father teaching you how to string a bow, fishing for striped fish through a hole in the lake ice, laying in the loft as mother's stories fill your head with wonder each night. You also see darker things; stealing a chicken from brother Fen's yard, bloodying Karl's nose in a childhood fight, the terror of your first battle, the face of the first soldier you ever killed - just a boy whimpering for his life as you struck, again and again, trying to silence him. You look up and see a vast darkness stretching out before you. Tenebris. It rolls over you like a fog, burying you in shame and regret. Suddenly, a voice calls out to you from beyond the chaos. You turn to the voice and the darkness is shattered.

You breathe. In. Out. And everything is okay.

When you finally open your eyes your Guards are all around you. Pavel, Yana, Catherine, Yury, Vera, Kharzin. You look at each of them and see that you are all something more now. "Stonebound." The word comes to you again. In the back of your mind, the voice is still there, speaking to you, guiding you. You sense that it is calling you to a valley - the Valley of Lux.

"Guards." Your voice is odd in your own ears. "I know not what is happening, but I know that nothing will be the same again." Your words seem to break some strange spell and time resumes.

"I can see that you all have experienced something like what I have. While we have been fighting our petty wars, a great darkness has come upon us unseen."

Your Guards are silent, no doubt reliving their own experience with the enveloping shadow.

"But fear not! For there is a mighty presence who guides us now!"

At this, your fellow Stonebound look up hopefully, and there are even a few smiles.

"We can all hear the Voice calling us to the valley, and I wish to go, but I feel it is my duty as captain to warn the King of what is coming." You continue before there can be any objection. 'Kharzin, you are the most experienced Guard here. I want you to lead everyone to the valley, while I travel to Silny. If I can make the King see the truth, we can strike a mighty blow against the shadow."

Kharzin looks at you intently, "Captain, I will do my best, but I can't help thinking you're making a mistake by trying to convince the King."

"Perhaps," you reply. "But I owe it to the people of Isofar to try. They must know that the Stonebound are real. When I'm done I will meet you all in the valley."

You give one last look to your Guards, your fellow Stonebound, before stepping on the road to Silny.

Place a Narrative Chip on Node 32.

Move Grigory's chip to Node 30, and follow the instructions for the 'Exploration Phase'. See page 19 in the Rulebook for more on the exploration phase, and what to do when you move the Guards to a Yellow Node. If a Skull Chip is drawn, see page 59-64 in the Rulebook for a 'Round of Battle' example.

Once completed, move Grigory's chip to Node 31, and follow instructions for the exploration phase again.

Once completed, move Grigory's chip to Node 32. Place the Silny mini-map on table and place Grigory's chip on Silny: Seer's Gate, then proceed to page 6 and read Chapter 1:2.

Chapter 1:2 Silny: Seer's Gate - Grigory

You round the final bend in the road and see the walls of Silny standing before you, cradling the city beneath the sheer face of Mt. Yorl. You never cared much for the bustle of city life, preferring the company of a few good soldiers and the peace of the wilderness. Still, it has been a long day and a soft pillow beneath your head would be most welcome. But first, the King.

"Who goes there?' The familiar face peering down at you from the wall is wearing a lopsided grin.

"You know exactly who it is, Alek! With you guarding the wall I'm surprised Falmund hasn't already taken the city."

Alek gives a hearty laugh in reply, "It's good to have you back, Captain. Open the gates!"

There is a slight pause before the Seer's Gate cracks open and then swings in with a great groaning of timbers. When you step through the gate Alek is there to meet you.

"Where to Captain? The barracks or the Raven's Beak?"

"Neither, I'm afraid. I must speak to the King immediately."

The smile drops from Alek's face, "So you came upon trouble on your patrol then?'

"Yes, trouble and..... something else." You suddenly feel self-conscious about being Stonebound. You determine not to say anything until the King is notified.

"I see," says Alek. "Keep your secrets then. Let's get you to the King."

Move Grigory's chip to Silny: Castle Strig. Proceed to page 7, and read Chapter 1:3.

Chapter 1:3 Silny: Castle Strig - Grigory

After passing through the chaotic city streets you see Castle Strig rising above the inner walls. Alek escorts you through the inner gate before passing you off to a member of the Kingsguard.

"Farewell Captain! If you get the chance, stop by the barracks before you leave the city. I know the Guard would love to see you."

"Thank you, Alek. I'll be sure to do that when I'm done here. Make sure to keep your eyes sharp on that wall." You return Alek's salute and turn to ascend the steps to the great hall. Two more of the Kingsguard pull open the hall doors and you are greeted by the booming voice of King Karst.

"Grigory! My faithful captain! I am glad to see you, but your early return does not bode well. Tell me, what have you encountered out on your patrol?"

King Karst's frankness is often jarring to outsiders, but you know that the king doesn't suffer foolish pomp or idle pleasantries. It is often best to get straight to the point.

"My king, we ambushed a band of Falmund soldiers in the mountain passes west of here. Judging by their brazen actions and the material they carried on them, my best guess is that they were stonehunters."

"Haaa!" the king bellows. "Stonehunters! King Joram has gone well and truly mad! He now sends good soldiers to their death on a fool's fancy!"

"My king," you interrupt. "I know this sounds unlikely, but King Joram may not be as mad as we suspect. I have seen something that will change our understanding of the world." You pause, screwing up your courage before uttering, "The Stonebound are real."

King Karst locks his gaze with you before a new voice breaks the silence.

"The Stonebound do not exist!" A cloaked shadow emerges from behind the throne.

"Ah, greetings Temnota," you respond. I was wondering if you would be skulking back there."

"Such disrespect is unbecoming in one of your stature. I'd be more careful, especially after espousing such heresy."

"The truth is not heresy."

"Well then, show us the truth."

Choose a path:

A. Prove to Temnota that you are Stonebound.
Proceed to page 9, and read Chapter 1:4.

B. Speak to King Karst privately.
Proceed to page 12, and read Chapter 1:5.

Chapter 1:4 Silny: Castle Strig - Grigory

You hold your sword aloft and it emits a faint glow. It seems to gather in the shadows from the room and absorb them into the sword. As the shadows disappear, the sword grows brighter.

"Simple tricks for fools!" sneers Temnota, but you can see that she is visibly shaken. "You make a mockery of our way of life and will bring ruin on us all. Sire, you know that King Joram will bring all-out war to us if he even suspects that we have found this power."

King Karst sits stunned on his throne. He stares at you as if seeing you for the first time. "Who are you?" he whispers.

Temnota raises her voice again, "Sire, we cannot afford to go to war over one delusional captain. Captain Grigory has proved his heresy by his own actions. To claim there is a power other than that given to us by Uvidet is blasphemy worthy of death!"

As Temnota speaks, the sunlight streaming in through the windows dims as if a cloud has passed in front of the sun. King Karst stirs slightly, but his eyes also seem clouded over. He finally lifts his gaze and speaks to you, "You must leave these lands. "

"Sire! This isn't you! Temnota has poisoned your mind!"

"That's enough from you!" Temnota yells. "Guards, you heard the king. Captain Grigory is hereby banished from Isofar. Take him away."

The Kingsguard steps in to escort you out of the hall, but just before you leave King Karst seems to recover slightly. "You may take any provisions you need from Fort Strazh."

Temnota's eyes widen slightly before she narrows her gaze to give you a withering stare. "Be safe, Captain Grigory."

Place a narrative chip on Silny: Rynok Square. Move Grigory's chip to Silny: Rynok Square.

Proceed to page 11, and read Chapter 1:6.

Chapter 1:6 Silny: Rynok Square - Grigory

You pass through the streets of Silny in a daze. There is no doubt that Temnota and the Circle of Seers have been thoroughly corrupted by Tenebris. Your heart aches for King Karst, but you can only hope he can resist Temnota. Perhaps you can rally support from the Guards at Fort Strazh. Maybe there are some there who would listen to their old captain, even if he did claim to be Stonebound.

Lost in your thoughts, you realize you've wandered into Rynok Square, the bustling center of Silny. The crowd is thick and noisy as merchants call out to potential customers and people weave around the heavy carts rumbling along their routes between warehouse and stall. Out of the corner of your eye, you happen to catch a glint of steel. You instinctively raise your arm to block the blade, but the attacker scores a small hit on your arm. **Grigory loses 1 HP. (Move cube on his Health Tracker)**

Temnota certainly didn't waste any time.

Battle Event

Place a '2 Star - Seer's Assassin' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Restore Grigory's HP back to 20. Remove all negative chips from Grigory's bag, and begin Battle Phase again. Health Potion is not recovered if used.

If victorious: Proceed to *Chapter 1:6 - Victory* below.

Chapter 1:6 - Victory

As the assassin slumps to the ground, a small panic erupts in the crowd around you. Before things get too out of hand, you slip into an alleyway and get lost in the many side streets of Silny. Before long you reach the King's Gate. It seems that luck is with you and the gate is still open. Word of the killing has not yet spread to the wall. You blend into the crowd and walk out of Silny, alive but shaken. **Obtain: Goat Skull Mask (Accessory)**

Move Grigory's chip to Node 35. Proceed to page 14, and read Chapter 1:8.

Chapter 1:5 - Silny: Castle Strig - Grigory

"I'm not here to prove anything to you Temnota. My words are for King Karst alone."

You turn your attention back to the king. "I would speak to you privately, my liege."

Despite the protestations of Temnota, King Karst rises and beckons you to his private chamber. He seems out of sorts as he closes the door and turns to you; not at all the same man who had welcomed you into the hall a few moments ago.

"Grigory, you don't know what this power is capable of. The Circle of Seers has warned me of the Stonebound."

Your eyes widen in surprise.

"Yes, despite what Temnota said back there, she believes this new power exists, and she fears it. The Stonebound go against all the teachings of Uvidet. By simply existing, the Stonebound threaten to tear apart our society."

"Sire, I have never known you to be overly religious," you reply. "Would it be so bad if the teachings of Uvidet and the Circle of Seers were shown to be false?"

King Karst walks to the nearest window and bids you to look out. "Have you ever seen anyone lose their faith, Grigory? This may not be surprising to you, but it has been some time since I have given up my belief in the old teachings. Of course, I still play the part for the people, but I can no longer put my faith in teachings that ring hollow to me."

"Then denounce the Circle and proclaim faith in this new power!

King Karst replies swiftly, "No Grigory! Losing my faith nearly destroyed me. Can you imagine what would happen if all of Isofar suddenly had its entire belief system shattered? Chaos would spill out of every house and into the streets. Brother would turn against brother and we would destroy ourselves."

"You give your people too little credit. We are strong and resilient. We will rebuild our faith, but this time it will be based on something true!"

King Karst turns his attention from the window back to you. "My dear captain, how is it that you have come to believe in the Stonebound so fervently?"

You pause, unsure of how to proceed, but a voice, THE voice, reassures you in the back of your mind. You meet King Karst's eyes and speak, "I am Stonebound."

"Ahh," he sighs. "I was afraid you would say that. You may collect your belongings from Fort Strazh."

"Sire?"

"I am stripping you of your duty. You are hereby banished from Isofar on pain of death."

"My king, please!"

"I am not your king any longer! I will not risk the chaos you would have me unleash on this country! Guards!"

Two Kingsguards burst in and begin pulling you to the door.

"You cannot avoid the truth!" you manage to yell before the guards shove you through the door. You look back to see King Karst turn back to the window and hang his head.

Place a narrative chip on Silny: King's Gate. Move Grigory's chip to Silny: King's Gate. Proceed to page 13, and read Chapter 1:7.

Chapter 1:7 Silny: King's Gate - Grigory

There has always been a rivalry between the Isofarian Guard and the Kingsguard. Until now, you assumed it was mostly a friendly one. The two Kingsguards escorting you out of the city are only too happy to let you know what they really think about the Isofarian Guard and you, its disgraced former captain. As you approach the King's Gate, the shorter of the Kingsguards roughly shoves you through the gate and into the road. You register some final insults being cast in your direction, but you have already picked yourself up and started walking away. Without turning, you sense the two soldiers following you down the road.

"Hey, Grigory! You didn't think we were just going to let you walk away, did you?"

You keep walking, hoping that their better judgment will prevail.

"Look at that! Even after being brought so low, he still thinks he's better than us! I think it's time to show him where he really stands..."

You sigh. This day just keeps getting worse and worse.

Battle Event

Place a '1 Star - Kingsguard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Restore Grigory's HP back to 20. Remove all negative chips from Grigory's bag, and begin Battle Phase again. Health Potion is not recovered if used.

If victorious: Proceed to *Chapter 1:7 - Victory* below.

Chapter 1:7 - Victory

You look down on the two unconscious Kingsguard. You are sad to see that these are the type of soldiers King Karst has chosen to surround himself with. Hopefully, men of better quality will be found in Fort Strazh.

Move Grigory's chip to Node 33. Proceed to page 14, and read Chapter 1:8.

Chapter 1:8 Coastal Road - Grigory

You walk along the road to Fort Strazh, pondering what your next move will be. Should you try to persuade the Guard to join you? Join you for what? To march on Silny and kill Temnota? Overthrow the king? You are ashamed of the thought as it crosses your mind. The truth is you have no idea what to do next. You stop walking and close your eyes. Maybe the Voice can tell you something? You take a deep breath and clear your mind, but before anything can happen the sound of footsteps approaching from behind grabs your attention.

"Captain Grigory, sir."

You turn to see Alek standing before you at full attention.

"Alek, what are you doing here? You should be guarding the wall."

"My shift was over and I was in the barracks when the rumors started pouring in. Captain Grigory has been exiled! Captain Grigory was seen fleeing the city!" Alek stops as he notices the dirt and blood staining your clothes. "Did you get in a fight? Captain, what's going on?"

You look Alek up and down and sigh. "The rumors are true." You can see that Alek is bursting with questions, but he lets the silence stretch out. "It's a long story," you finally say, turning back to the road.

Alek catches up to you and matches your stride. "I think I may understand more than you think..." Alek carefully reaches into his belt purse and pulls out a glowing stone.

"Alek! Are you...?"

"Stonebound," he finishes.

"How? When?..."

"A few weeks ago. I heard the Voice and I became Stonebound. I had a vision of a great valley where other Stonebound were gathering, but I felt the Voice telling me to wait for something, and then I saw you."

Alek pauses, waiting for you to take the lead.

"Alek, I'm not sure what to tell you. I tried to reason with King Karst, and I only managed to get myself exiled. I'm headed to Fort Strazh for supplies, but after that I don't know where I'm headed."

"Well," Alek replies, "wherever it is, we'll go there together."

Grigory heals HP to 20, and all negative chips in his bag are removed and placed back in the supply.
Replace Grigory's chip with Grigory/Alek miniature on Node 35.
You may also use their Bust Chips alternatively.

Alek is now part of the adventure! Follow the setup listed on page 18 of the Rulebook.

Alek begins with the following stats:
Health (HP): 20
Attack (ATK): 2
Defense (DEF): 1
Action Points (AP): 2

Alek begins with the following equipment:
Weapon: Iron Short Sword (1 Star)
Armor: Guard's Tunic (1 Star)
Accessory: None
Item: Health Potion
Satchel: None

Alek begins with the following chips:

2 X

1 X

Alek begins with the following Guard Ability Cards:
Crimson Tonic/Emerald Poison
Cerulean Elixir/Radiant Sunset
Golden Potion/Twilight Waters
All cards start on their Primary Sides (P).

NOTE: Alek's 'potion' cards do NOT automatically flip to their opposite sides after being activated like Grigory's Guard Ability Cards. Be sure to check the card's top left corner for the 'Chip-Activated Flip Icon'. Alek is able to flip his cards using other ability cards that you'll unlock soon.

Proceed to page 15 to continue with Alek's setup.

Chapter 1:9 Fort Strazh: North Gate - Alek

Alek also begins with a single Stonebound Ability Card: 'Reinforcement'. Place Reinforcement in any available slot on the Guard Ability Dashboard. Place a 'Darkness' (purple) Speaking Stone gem in the numbered slot just below the card in its 'Ready' slot (left slot). Reinforcement has an '**Obsidian**' Speaking Stone listed on the back of the card. Find an Obsidian Speaking Stone card from the "Speaking Stone" section of the square card index, and place it under Alek's weapon (Iron Short Sword) on his Guard Dashboard.

Place the following chip in Alek's bag: 1X

Move the Guards to Node 40, and follow instructions for the 'Exploration Phase'.

Once completed, move the Guards to Node 48. Place Fort Strazh mini-map on table, and move the Guards to Fort Strazh: North Gate. Read Chapter 1:9 below.

As you walk alongside the captain, you periodically glance over trying to decipher what he's thinking. His face is an unreadable mask, but you can sense the determination emanating from him with each step. You manage to keep mostly silent, allowing the captain space for his thoughts and then suddenly, you arrive.

The high walls and towers of Fort Strazh always managed to make you feel safe. Standing before them now, they seem cold and menacing. The usual hubbub surrounding the fort is gone now, replaced by icy silence.

Grigory lets the silence stretch out before shouting, "Open the gate! Would you have your captain stand out in the cold?"

After a moment, a dark figure comes to stand above the gate leering down at you.

"Captain? That's an interesting thing to call yourself. I had a little bird tell me that you are captain no longer."

"Akev. Then you also heard that the king is graciously allowing me to gather supplies before my exile."

"That's Captain Akev to you. And yes, I will allow you to gather a few supplies. After all, I still know how to follow king's orders. I'll even let you bring your little friend."

As the gate cracks open, Captain Grigory speaks to you, "You're sure you want to cast your lot with me? There's no going back from here."

"My lot is with the Stonebound, and that means you. This is bigger than even Isofar now."

Captain Grigory takes a look at you and nods before stepping through the gate.

Move the Guards to Fort Strazh: Courtyard (Mini-Map). Proceed to page 16, and read Chapter 1:10.

Chapter 1:10 Fort Strazh: Courtyard - Grigory

As you pass through the gate, you are surprised to see the courtyard filled with what must be every Guard at the fort. They seem to be split into two groups, the larger group surrounding Captain Akev, facing down a much smaller group near the West Gate, perhaps twenty Guards.

Akev locks eyes with you, only speaking when you are a few paces away, "Grigory, it's so good to see you again. Tell me, how has my son been doing under your command?"

The sudden shift in tone throws you. Your thoughts flick back to Yury - young and eager and now Stonebound.

"Yury is young," you reply, "but he has a strong heart. With more experience, I believe he will make an excellent leader someday."

"I must tell you," Akev sneers, "I'm glad that he won't be getting that experience from you. You see, you've always struck me as a bit...dull."

At this, the Guards behind Akev begin to chuckle.

Akev continues, "I think my boy Yury needs a stronger hand to guide him now, someone who isn't content to merely...guard the borders."

"Isofar is safe and prosperous." you reply, "I do everything to ensure that it remains that way."

"The Falmund threat has been hanging over our heads for generations! You were never willing to do what needed done. But I will end the threat once and for all."

"You are speaking of war with Falmund? That is madness!"

"Well Grigory, the secret to being a truly great leader just so happens to be a little bit of madness." Akev smiles and turns to the Guard nearest him, "Throw him his supplies and send him on his way. The good captain, oops, ex-captain, is boring me."

The Guard lobs a small pouch, which you snatch out of the air. You turn over the pouch and a single gold coin falls into your palm.

Gain 1 Sil (Adjust amount on the Sil Dual Dial)

"For services rendered," Akev says. "Good-bye Grigory, don't forget to bring your pet soldier with you when you leave."

A shout bursts forth from the small group of Guards clumped near the gate, "Grigory is the rightful captain!"

Immediately two hundred swords are drawn and leveled at the rogue group of Guards.

You desperately try to intervene, "No, my friends! I am your captain no longer. King Karst himself has ordered it. The best thing you can do for Isofar now is to serve honorably under Akev."

"Grigory, Grigory," laughs Akev. "I just don't know what to do with you. Since I'm feeling generous today, I won't kill you and your little sycophants where you stand. Instead, I offer you my mercy."

As Akev speaks, he singles out the small group of rebel Guards with a slow sweep of his sword. "You will join your precious captain in his exile. You will wander as outcasts in a foreign land until you die alone and forgotten. Your children will forget your faces. Your families will live in disgrace and curse your name and your line will end. You will be erased from history. And if any of you are ever foolish enough to try and come back here, you and your entire family will be hauled to the nearest town square and slaughtered as a warning to those who would betray Isofar."

The only thing that softens the blow is the hope that there will be no bloodshed today. Rather than risking any further discussion with Akev, you simply turn to usher Alek and the new Guards out of the gate. Something is off about Akev. You take a final look at him, but the person staring back at you is no longer the Akev you knew.

Move the Guards to Node 63. Proceed to page 17, and read Chapter 1:11.

Chapter 1:11 Coastal Road - Alek

The mood is somber as you walk the coastal road with your fellow exiles. Grigory thought it best to get as far away from Fort Strazh as possible before stopping to come up with a more permanent plan. You have taken the time to get to know some of the Guards better. There are a few familiar faces in the group: Baren, who helps in the smithy sometimes; Kellen, an excellent swordsman; Danielle, always ready with a clever remark but nice enough to get away with it. Other faces are familiar, but you can't place names with them. But there, speaking with Grigory, is a face you've never seen before. A new recruit maybe?

As you approach them, the new recruit turns and greets you, "Ahh, welcome Alek. It's nice to finally meet you."

"Umm, it's nice to meet you too. Have we met before? I mean, no, I guess you just implied we haven't, but then, how do you know my name?

"When you get around as much as I do, you get to know a lot of things," he answers. "Rather than bore you with how I know your name, I should think you'd be more interested in where we go from here."

You look to Grigory. "What is he talking about, captain? Who is this?"

"I think it best if you just show him what you showed me," Grigory says to the man.

"Very well," the man replies. He stoops down and plucks an ordinary stone off the ground and holds it before you. Slowly, the stone begins to change before your eyes. A faint light emanates from the center of the stone, building in intensity until you are forced to shield your eyes. There is a sudden flash of light that pierces your eyelids and then it's over. When you open your eyes a steadily glowing speaking stone rests in the man's hands.

"It's a speaking stone! But how did you know it was there?"

"It wasn't there. The stones appear when there is a need." The man pauses before continuing, "You have heard the Voice speaking to you from the stones, yes?"

"...Yes," you reply cautiously.

"No need to fear, Alek. I am an emissary of the one behind that Voice."

The man pauses allowing the words to sink in. The sudden realization of the man's importance slams into you. Now that you are aware, you can sense the power flowing from him.

You awkwardly stumble, simultaneously trying to bow and shake his hand. Failing both, you manage to ask, "Sire, what do we call you?"

"I am no king, merely a guide." The man raises his gaze and you realize that everyone has stopped speaking and all eyes are locked on the stranger.

"You may call me Dunamis," the man begins. "I have been sent to you because the need is great. There is a darkness that has long plagued the edges of this world. You have seen its effects in men like Captain Akev, but this is just the beginning. This darkness, Tenebris, is no longer content to hide in the shadows. It has chosen this time to strike out at all of Telios. Its goal is to bring every man, woman, child and beast under its sway. But you have access to a greater power. In time, you will learn to use this power to its full potential. Until that time, a place has been set aside for you to gather your strength. Follow me and I promise you will not meet the shadow unprepared."

Place a narrative chip on Node 102.

Tutorial is now Complete. Begin exploration phase. Reference page 19 in the Rulebook for instructions on the exploration phase.

Now that you've completed a few battles, you may have enough Lux Essence to unlock something on one of the Guards' Skill Trees. We recommend unlocking Alek's "Combine" Guard Ability Card first, which costs 10 Lux Essence. This card allows him to use his keyword [Empower]. See pages 39-40 in the Rulebook for more on Skill Trees.

Upon arrival at Node 102, place the Fort Istra mini-map on the table. Remove all building pieces from the board and place them to the side. Move the Guards to Fort Istra: North Gate. Chapter 1 ends once the Guards reach Node 102.

END OF CHAPTER 1

Proceed to page 19 and read Chapter 2:1.

Exploration Phase now uses Enemy Index Chapter 2. See page 5 in the Enemy Index Book.

Chapter 2

Chapter 2:1 Fort Istra: North Gate - Grigory

Ages ago, the Drevniy Forest began life as a congregation of hearty young pine trees. The quick growing pine wood was perfect for laying the foundations of the empire that would follow. In those early days just after the sundering, it is said that the forest was harvested nearly to extinction. In place of the trees stood great fortresses stretching all along Isofar's Southern border. Generations of soldiers lived and died defending the border against Falmund until, after years of stalemate, an uneasy truce was formed. The border forts were gradually abandoned and the Drevniy forest grew wild and dense, reclaiming the land for itself.

It was through this ancient gnarled forest that Dunamis led your small company. After navigating the labyrinthine forest for days, you now stand before the ruins of an ancient fort. Tree roots and smaller vegetation have worked together to take down large sections of the wall. The inner buildings lay in similar ruins. You pick out a smithy, recognizable only by the forge poking out of the rubble, and the distinctive circular layout of a guard tower, now tumbled in on itself. You can only guess at what the other buildings may have been. You don't know what you expected, but it wasn't...this.

Dunamis has been strangely quiet, but now he stops just outside the gate and turns to address everyone. "Welcome, to Fort Istra. It doesn't look like much now, but there is more here than meets the eye."

With that, he steps through the open gate and completely disappears. There are audible gasps from those around you. You somehow manage to keep the surprise off your face. There is nothing left to do but lead the others into the fort.

Move the Guards to Fort Istra: Training Yard. Proceed to page 20, and read Chapter 2:2.

Chapter 2:2 Fort Istra: Training Yard - Alek

As you follow the captain to the open gate, you notice a slight shimmer in the air. You pass through the shimmering air and step into a large yard. Immediately, you are met by an unnatural silence. The sounds of the trees and the nearby river have suddenly gone quiet. Other than that, nothing appears to have changed. The fort still lies in ruins all around you. But then you notice Dunamis and wonder how you could have missed him. The unremarkable man is no longer there. In his place stands a giant of a man covered head to toe in shining golden armor. Speaking stones are fastened to the armor, surrounded by intricate designs. He casually rests one massive hand on a greatsword which is planted in the ground. With a shock, you realize the sword is taller than you. Though there is no physical similarity to the man who led you here, you still recognize him as Dunamis.

As more people enter the gate, you are secretly pleased to see the same shocked expressions playing across their faces when they notice Dunamis. Dunamis allows a few moments for you and your awestruck companions to compose themselves before he begins to speak.

"It is not my intention to frighten you. You are merely seeing me as I truly am. I assure you, you have nothing to fear here."

His deep rumbling voice does nothing to lessen the apprehension you feel. You do your best to push the fear down and focus on what he is saying.

"The barrier you passed through serves as a gateway. This place both is, and isn't a part of Isofar. Time does not flow the same way here. This is a place you can rest - a sanctuary from Tenebris. Here, you will learn to use the power of the speaking stones. Not all of you are called to be fighters, but you all have a vital role to play. Stay here as long as you like. Rest, train, grow stronger. Just know that when you leave this place, you return to a world that still needs your help. The influence of Tenebris darkens all of Telios."

Grigory is the first to find his voice, "Thank you for bringing us here, Dunamis. This place is truly a wonder. But when we leave here, how will we fight against Tenebris? It is not something we can strike at with steel, or pierce with arrows."

"The battle against Tenebris will be fought in the hearts of people. Your greatest weapon is not a sword, but the truth. You must rally the people of Isofar to rise up and cast off the shadows that are binding them."

"But where shall we begin?" You are surprised to find that the question came out of your own mouth. "Forgive me, Dunamis, but this task seems too large to accomplish alone."

Dunamis turns his gaze towards you and you suddenly feel very uncomfortable.

"You are not alone," he says.

You sense the reassuring Voice speaking to you even now in the back of your mind, and you are ashamed at your momentary lack of faith.

Dunamis continues, "You are not expected to win back this world by yourselves. There are Stonebound all across Telios fighting against Tenebris even as we speak. Each of us can only do our part."

"And what is our part to be?" asks Grigory.

"North of here are the farmlands of Mir. A war is brewing there between the farming guilds. If you can end the growing conflict and convince the people of Mir to join you, you will have access to a stable food supply, expert craftsmen, and most importantly, people. You are leading a movement now."

"I understand," Grigory replies. "We will make for Mir as soon as we are settled here. Will you be coming with us? Your help would go far in bringing hope to Isofar."

"I am needed elsewhere, but I shall aid you when I can. Remember, there is one greater than me who is always with you."

As you listen to Dunamis imparting his final words, the speaking stones on his armor get steadily brighter until there is a flash of light and Dunamis is gone.

Move the Guards to Fort Istra: Barracks.

Grigory and Alek heal HP to 20, and all negative chips in their bags are removed and placed back in the supply.

Proceed to page 21, and read Chapter 2:3.

Chapter 2:3 Fort Istra: Barracks - Grigory

With Dunamis gone, everyone is looking to you now. After seeing Dunamis' true form you can't help but feel a little inadequate. After Dunamis' grand exit, everyone is still clumped together, no doubt a little overwhelmed and finding comfort in the company of others. You think it best to get everyone's mind off of the big picture and focus on the here and now - job assignments.

"Okay everyone, listen up. Our mission is to save Isofar from the threat of Tenebris."

There are a few chuckles at this, and a voice calls out, "Not just Isofar, but apparently all of Telios!"

More laughter. You are pleased to see that morale is up.

"Yes, all of Telios," you agree. "But let's start with Isofar shall we?"

A chorus of 'ayes' rises up from the small group.

"We need to focus on what we can do right here, right now," you continue. "Food and shelter is a priority. When our immediate needs are met we can focus on rebuilding this place. I'd like to get that forge up and running again, and rebuild these barracks. We'll need to make this place something that can support an army."

"Captain, I'm pretty good with my hands. If we can secure the right materials and a little help, it shouldn't be too hard to get these buildings back in working order."

"Good man, Bann. I'll entrust you to lead the rebuilding effort."

"Yes, sir," he replies brightly.

You scan the remaining group and see eager eyes staring back at you, hungry to be given a task. You pick Kellen out of the group and call him to stand at your side.

"You all know Kellen. He is an excellent soldier with an impeccable record. I'm sure at some point each of you have been bested by him in training. I'll be leaving Kellen in charge while Alek and I make the journey to recruit people from Mir. He will hand out job assignments and act in my stead while I am gone."

A light round of cheers goes up from the group.

"Thank you sir," Kellen replies. "I'll do my best to make you proud."

"I am already prouder than you know. The courage each of you has displayed in coming here is inspiring. I am only afraid that more will be asked of you in the coming months. Whatever lies ahead, I can't help but share in your optimism. Maybe it's this place, or maybe it's the Voice lending us courage.

Whatever it is, I feel we can't lose."

"Well said, Captain!" replies Kellen. "When will you and Alek be off?"

"I was thinking dawn tomorrow, what do you think about that Alek?"

"Sounds good, Captain. This place is amazing, and I know Dunamis said we can stay as long as we want, but I want to get out there and start making things right."

"Tomorrow it is then," you reply. "Kellen, I trust you'll do an excellent job while we're gone."

Fort Istra is now active!
Read pages 2-4 in the Fort Istra & Save Index Book.

Looking through the ruins of the fort, you manage to salvage materials that may help on your mission. These may be stored in the Stash or the Guards' satchel slots. The blacksmith in Razdor may be a great place to craft some new equipment using these materials!

Obtain:
1x Reinforced Bone Sword (Weapon)
2x Purifying Seed (Item)
4x Pine (Harvesting)
4x Iron Ore (Mining)
4x Metal Fragments (Enemy Drop)
2x Rough Leather (Enemy Drop)

Caravan Quests are now active!
A mysterious caravan is now traveling through Isofar. Place the Caravan Chip on Node 61. Read the introduction on page 112 in the Quests Book.

Side Quests are now active!
Additional adventures await you. Read the introduction on page 3 in the Quests Book.

Prestige is now active!
Read pages 3-4 in the City Index Book.

Place a narrative chip on Node 83.
Begin exploration phase.
Upon arrival at Node 83, proceed to page 22 and read Chapter 2:4.

Chapter 2:4 Golden Scythe Manor - Alek

Walking the road to Mir with the captain is almost idyllic. The sun is up, and the wheat fields are swaying in a gentle breeze.

"You see all this farmland, Captain? This is Golden Scythe territory."

"Golden Scythe? What's that?"

"Not a 'what', a 'who'. Or rather, a bunch of 'whos'. It's one of the farming guilds Dunamis spoke of. We've been walking through Golden Scythe lands for the last couple of hours. You've really never heard of them?"

"Now that you mention it, maybe. I'm originally from Silny, and most of my command has kept me in the North, so I've never familiarized myself much with the politics surrounding Mir."

"Growing up, that's all I ever heard. I grew up Northeast of Mir in a village so small it doesn't even have a name. My family are Broken Plough people."

"Broken Plough?" questioned Grigory, "That's another guild?"

"Yes, and to hear them tell it, the only 'real' farmers in Isofar. You see, us Broken Plough people pride ourselves in growing stuff where stuff isn't supposed to grow. We break our backs day after day fighting against rocky soil and shorter growing seasons, while those Golden Scythe folks have their crops hand delivered to them by Uvidet himself."

Grigory raises his eyebrows at you, "And you believe all that?"

"No, but I've heard enough drunk farmers blustering about Broken Plough pride to last me a lifetime. Part of the reason I joined the Guard was to get away from it all. I always thought there was more jealousy than pride in their talk. Now that I'm seeing these crops, I can tell you that the jealousy wasn't misplaced!"

Grigory smiles along with you. "I think the Guard was a good choice for you. I can't quite picture you as a farmer."

"You, or my parents! I think they're secretly relieved I didn't stay on."

You round a bend in the road and there before you sits an immaculate manor house resting in the shade of two great oak trees. Behind the manor are several large barns and granaries. You imagine that such an estate would be buzzing with activity, but it is suspiciously quiet. Come to think of it, there were no workers in the fields either. Something isn't right. You look at Grigory and see that he has come to the same realization.

Before you take another step, two men step out of the fields and block the road. They wear Golden Scythe colors over armor consisting of little more than padded shirts, but their spears seem sharp enough.

"Who are you? What is your business here?"

Choose a path:

A. Explain that you are just passing through.
Proceed to page 24, and read Chapter 2:5.

B. Defend yourself!
Proceed to page 25, and read Chapter 2:6.

Chapter 2:5 Golden Scythe Manor - Alek

"We're on our way to Mir. Our business is our own," Grigory says, his voice carefully neutral.

"No one walks these lands freely anymore. I'll ask you again, who are you?!"

Without thinking, you step forward and answer, "This is *Captain* Grigory!" wincing at the half-truth.

Recognition flits across the man's face. "Grigory? Captain Grigory of the Guard? Well then Uvidet himself has sent you!"

The two guards visibly relax, and you risk a glance at Grigory. You can tell he is working out whether to go along with your bluff, but before he can make up his mind the first guard speaks up again.

"Broken Plough filth have been burning our crops and poisoning our wells. Now the master's daughter has taken ill, and he has called in the militia. You couldn't have come at a better time."

"Very well," says Grigory, "We will see what your master has to say. But after that, we have business in Mir."

"Excellent, Captain! Please follow us, and thank you."

Proceed to page 26, and read Chapter 2:7.

Chapter 2:6 Golden Scythe Manor - Grigory

You draw your sword and point it at the leader. "You gave up your right to ask questions the moment you leveled that spear at us."

"Well if you won't talk, let's see how well you can fight!"

Battle Event

Place a '2 Star - Golden Scythe Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:6 - Victory* below.

Chapter 2:6 - Victory

The two soldiers lie on the ground, broken spears in hand.

"What do you think, Alek? Tie them up and leave them here?"

"My thoughts exactly."

One of the soldiers manages to rise to a kneeling position. "What? You're not going to kill us?"

"Why would we do that? You attacked us!"

"We didn't attack you! We are questioning everyone who goes through here."

"Questioning them with spears!?"

"Yes! We're at war! Broken Plough filth have been burning our fields! Poisoning our water! We asked the mayor to send the Guard, but he won't do anything! And so we are forced to defend ourselves."

After considering the man's words, you extend your hand and help him to his feet.

"I'm Grigory and this is Alek. And what is your name?"

"Andrei," he answers before helping the other man to his feet. "And this is Ony."

"Pleasure," replies Ony, while simultaneously dusting himself off.

"I'm sorry we had this misunderstanding," you confess. "Perhaps we can make it up to you by speaking to the mayor on your behalf."

"Well, I don't know why he'd pay you any mind, but be my guest," replies Andrei.

Place a narrative chip on Mir: Duma Hall (Mini-Map)

Begin exploration phase.

Upon arrival at Mir: Duma Hall, proceed to page 29, and read Chapter 2:10.

Chapter 2:7 Golden Scythe Manor - Alek

As you follow the soldiers to the house, Grigory gives you a meaningful look, but you're not quite sure what the meaning is.

"What?" you whisper. Grigory's eyes widen and he jerks his head towards the soldiers.

"I don't understand. You don't trust them? You think we should run for it!?"

"No!" Grigory shushes you. "Just stay on your guard."

"Oh, right. Got it."

The whispering draws the attention of one of the guards. "All good back there?"

"Right as rain!" you reply, giving him your most winning smile.

As you near the front door, two more soldiers step aside to allow you entry. The first thing you notice upon entering the manor is the grand staircase which dominates the entrance hall. The walls to the left and right of the stairs are lined with doors which are all closed off. The soldiers lead you up the staircase and to the right. At the end of a thickly carpeted hallway stands a large wooden door. The lead soldier gently knocks and a muffled voice beckons you in. As your eyes adjust to the dimly lit room, you can make out the shape of a man sitting beside a bed, his gaze fixed on a woman resting beneath the covers.

"Who have you brought me, Andrei?"

"Apologies Dmitri. This is Captain Grigory and Alek of the Guard. They were passing through on their way to Mir, and I thought perhaps they could help us with our troubles."

After a moment, Dmitri sighs and looks up. He glances at Grigory before his eyes settle on you. When he speaks, he addresses you directly.

"My daughter is dying. What could you possibly do?"

Your throat suddenly goes dry and your mind blanks. You have no idea what to tell this man. As you're desperately groping for words, the Voice floods into your head, and you know exactly what to do.

You reach into your satchel and pull out a vial of clear liquid and a glowing speaking stone. As you approach the woman in bed, Andrei makes a move to block you, but Dmitri waves him off and beckons you forward.

"What's your daughter's name, Dmitri?"

"Tabitha," he whispers, tears moistening his eyes.

You close your eyes and let power flow through you. The speaking stone grows dim while the liquid in the vial begins to shimmer. You give a questioning look to Dmitri and he nods for you to continue. You cradle Tabitha's head in your arm and carefully pour the liquid down her throat. Laying her head back on the pillow you whisper, "Come back, Tabitha."

Slowly, Tabitha opens her eyes and looks up at you. "Who are you?" she asks.

Before you can answer, Dmitri sweeps Tabitha in a bear hug, weeping into her shoulder. You let them have a moment and step out of the room with Grigory and the two soldiers.

After a few moments, Dmitri emerges and claps you on the shoulders.

"My friend! Thank you! Please. Join me for some refreshments and we can talk."

"How is she?" Grigory asks.

"She is wonderful! A little confused. But she will soon be herself again. Come, come. I would speak with you."

Proceed to page 27, and read Chapter 2:8.

Chapter 2:8 Golden Scythe Manor - Grigory

You sit with Dmitri in a small, but comfortable parlor. For the moment, Andrei and the other guard, Ony, stand guard outside, trusting you enough to be alone with Dmitri.

"So the rumors are true?" begins Dmitri. "The Stonebound are real?"

"Yes," you reply. It would be foolish to try to hide the fact now after Dmitri witnessed Tabitha being miraculously brought back from the edge of death.

"And the Guard?" Dmitri continues. "Are they using Stonebound in their ranks? With an army of Stonebound–"

"No!" you cut him off. "No," you continue, softer. "Once King Karst found out I was Stonebound, he banished me from Isofar."

"I see," ponders Dmitri. "I suppose I shouldn't ask why you're headed to Mir then?"

You consider whether to answer Dmitri or let his question hang in the air. Alek gives you a smile and a slight nod, and that settles it for you.

"Dmitri, I don't know that I can explain to you what being Stonebound means. You've seen some of what we can do, but you don't know why we have been granted these powers. There is a darkness growing in Telios, and we have been called to push it back."

"Called?" Dmitri asks. "By who?"

"There is a Voice," Alek cuts in. "It talks to us through the speaking stones. Well, it kind of guides us, I guess? Sometimes it's more clear, like when I healed Tabitha just now. Other times, it's just a general feeling."

You clear your throat and regain Dmitri's attention. "Alek speaks the truth, although," you glance at Alek, "maybe more truth than Dmitri can handle at the moment."

"Nonsense!" replies Dmitri. "It's true I couldn't begin to understand all this talk of a Voice, but I have seen the power you wield." Dmitri leans forward in his chair. "You speak of pushing back darkness? The man responsible for burning our crops, raiding our wagons...poisoning my daughter. His name is Valun, the leader of the Broken Plough. Kill him and I will dedicate all that I have to the cause of the Stonebound.

Stonebound have returned from their Commissions. Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 5 in the Fort Istra & Save Index Book to send out **Commission Two**!

Choose a path:

A. Confront Valun at the Broken Plough Manor.
Place a narrative chip on Node 67.

Begin exploration phase.

Upon arrival Node 67, proceed to page 30, and read Chapter 2:11.

B. Continue to Mir to gather more information.
Place a narrative chip on Mir: Duma Hall (Mini-Map)

Begin exploration phase.

Upon arrival at Mir: Duma Hall, proceed to page 28, and read Chapter 2:9.

Chapter 2:9 Mir: Duma Hall - Grigory

"The guilds are suffocating this town." Felix, the mayor of Mir, is barely visible behind the stack of papers piled up on his desk. He dips his pen in a bottle of ink and signs the letter he's just finished writing before folding it up and handing it off to a messenger.

They make life impossible for anyone unaffiliated with them, and now their contempt for each other has spilled over into violence. I sent word to the king months ago with no reply, and the Circle of Seers can't be bothered to intervene in anything that doesn't directly concern them, so I'm forced to slap together a militia from whatever scraps I can find lying around town." Felix peers around a stack of papers and looks at you for the first time. "I suppose that's why you're here?"

"Not exactly." you confess. "Dmitri wants us to help him with his Broken Plough problem --"

"Dmitri!" Felix cuts you off. "He's *part* of the problem! True he's not turned to physical violence yet, but if you ask me, charging two or three times the market value for grain is a violence of its own."

"We're not here to get involved in the politics," you cut in. "But if the Broken Plough has become dangerous, we'd like to offer our services."

Felix is quiet. After a moment, he gets up and sits on the front of the desk, facing you and Alek.

"Why are you doing this, Grigory?" Felix smiles as he registers your shock. "Yes, I know who you are. And you must be Alek?"

"How do you know us?" stammers Alek.

"Oh, Captain Akev is pretty mad at you. He's probably sent a letter out to every city, village, and hamlet in Isofar."

"We've never hidden our identities from you," you say defensively.

"No, but it makes me wonder why two exiled Guards are getting mixed up in the affairs of our humble farming community."

You suddenly realize Felix is much smarter than you originally gave him credit for. You share an uneasy look with Alek and wonder what else Felix knows, and what his angle is. It's probably not the best time to sell him on the Stonebound cause, so you decide to keep it general.

"We are simply doing the next right thing."

"Huh," Felix says doubtfully. "Well, I can't force you to tell me your business, but don't expect me to believe you're just a couple of wandering paragons just trying to make the world a better place." Felix begins pacing the room speaking almost to himself. "Fortunately for you, I don't care what you're really up to as long as our goals align. I have a problem that requires soldiers, and since the king won't send me any, you'll have to do."

"How could we best help Mir?" you ask.

"Isn't it obvious? I need you to arrest Valun! He's been a pain in my side for far too long, but I could never touch him. Now that he has crossed a legal line, I finally have the authority to end him and the guild."

"I assume arresting him won't be easy?" questions Alek "Seems like Valun's not the type of fellow to come along nicely when asked."

"No, you will undoubtedly have to use force. I'll be sending the militia with you to assist with any...unpleasantness."

There is an uncomfortable silence as you wait for Felix to lay out the details of his plan, but he has already gone back to writing at his desk. You clear your throat and Felix looks up sharply.

"You're still here?"

"Yes," you assert. "We need the details. Where is the militia? Where is the Broken Plough estate? What's the timeline?"

"Arvid!" Felix calls. "Can you come in here?"

The door opens and a thin man enters wearing a makeshift tabard and carrying a well-worn sickle.

"You called, Felix?"

"Yes, yes, yes. This is Grigory and Alek. They're going to help you arrest Valun. You can explain everything else to them on the way out. Good day."

"Very good sir," Arvid says, before addressing you and Alek, "If you'll follow me then?"

As you follow Arvid out the door, you start to say goodbye to Felix, but he is already lost in his paperwork.

Place a narrative chip on Node 67.

Begin exploration phase.

Upon arrival at Node 67, proceed to page 32, and read Chapter 2:14.

Chapter 2:10 Mir: Duma Hall - Grigory

"The guilds are suffocating this town." Felix, the mayor of Mir, is barely visible behind the stack of papers piled up on his desk. He dips his pen in a bottle of ink and signs the letter he's just finished writing before folding it up and handing it off to a messenger.

"They make life impossible for anyone unaffiliated with them, and now their contempt for each other has spilled over into violence. I sent word to the king months ago with no reply, and the Circle of Seers can't be bothered to intervene in anything that doesn't directly concern them, so I'm forced to slap together a militia from whatever scraps I can find lying around town." Felix peers around a stack of papers and looks at you for the first time. "I suppose that's why you're here?"

"Not exactly." you confess. "We heard about your Broken Plough problem from the Golden Scythe--"

"The Golden Scythe!" Felix cuts you off. "They're PART of the problem! True they haven't turned to physical violence yet, but if you ask me, charging two or three times the market value for grain is a violence of its own."

"We're not here to get involved in the politics," you cut in. "But if the Broken Plough has become dangerous, we'd like to offer our services."

Felix is quiet. After a moment, he gets up and sits on the front of the desk, facing you and Alek.

"Why are you doing this, Grigory?" Felix smiles as he registers your shock. "Yes, I know who you are. And you must be Alek?"

"How do you know us?" stammers Alek.

"Oh, Captain Akev is pretty mad at you. He's probably sent a letter out to every city, village, and hamlet in Isofar."

"We've never hidden our identities from you," you say defensively.

"No, but it makes me wonder why two exiled Guards are getting mixed up in the affairs of our humble farming community."

You suddenly realize Felix is much smarter than you originally gave him credit for. You share an uneasy look with Alek and wonder what else Felix knows, and what his angle is. It's probably not the best time to sell him on the Stonebound cause, so you decide to keep it general.

"We are simply doing the next right thing."

"Huh," Felix says doubtfully. "Well, I can't force you to tell me your business, but don't expect me to believe you're a couple of wandering paragons just trying to make the world a better place." Felix begins pacing the room speaking almost to himself. "Fortunately for you, I don't care what you're really up to as long as our goals align. I have a problem that requires soldiers, and since the king won't send me any, you'll have to do."

"How could we best help Mir?" you ask.

"Isn't it obvious? I need you to arrest Valun! He's been a pain in my side for far too long, but I could never touch him. Now that he has crossed a legal line, I finally have the authority to end him and the guild."

"I assume arresting him won't be easy?" questions Alek "Seems like Valun's not the type of fellow to come along nicely when asked."

"No, you will undoubtedly have to use force. I'll be sending the militia with you to assist with any...unpleasantness."

There is an uncomfortable silence as you wait for Felix to lay out the details of his plan, but he has already gone back to writing at his desk. You clear your throat and Felix looks up sharply.

"You're still here?"

"Yes," you assert. "We need the details. Where is the militia? Where is the Broken Plough estate? What's the timeline?"

"Arvid!" Felix calls. "Can you come in here?"

The door opens and a thin man enters wearing a makeshift tabard and carrying a well-worn sickle.

"You called, Felix?"

"Yes, yes, yes. This is Grigory and Alek. They're going to help you arrest Valun. You can explain everything else to them on the way out. Good day."

"Very good sir," Arvid says, before addressing you and Alek. "If you'll follow me then?"

As you follow Arvid out the door, you start to say goodbye to Felix, but he is already lost in his paperwork.

Place a narrative chip on Node 67.

Begin exploration phase.
Upon arrival at Node 67, proceed to page 34, and read Chapter 2:15.

Chapter 2:11 Broken Plough Manor - Alek

For the last several miles, you have been following Grigory through sparse woodlands and farm fields in order to avoid any eyes that may be watching the roads. You remember all too clearly being taken by surprise near the Golden Scythe Manor, and a repeat performance would not happen on Grigory's watch. Still, you can't shake the feeling that you're being watched. As you make the final approach to the Broken Plough Manor, dozens of birds rise from the roof in a cacophony of flapping wings and birdsong. The bird keeper on the roof waves at you before ducking back into the house. So much for going unnoticed.

"What's the plan now, Captain?

"We no longer have the element of total surprise, but we can still push our advantage before they can get organized."

"And how do we do that?" you ask, but Grigory is already sprinting across the field to the manor. You catch up to him just as two guards burst out of the doors with weapons drawn.

Battle Event

Place a '2 Star - Broken Plough Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:12* below.

Chapter 2:12 - Alek

You run past the fallen guards and crash through the front door into a large entryway.

"Valun!" Grigory yells. "You will answer for your crimes!"

In response, two more soldiers run down the stairs, weapons in hand.

Battle Event

Place a '2 Star - Broken Plough Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If victorious: Proceed to page 31, and read Chapter 2:13.

Chapter 2:13 Broken Plough Manor - Grigory

You ascend the stairs and make your way through the upper floor, clearing each room as you move down the hall. The smell of cooked meat greets you as you near the final set of doors. You give a reassuring nod to Alek before gently easing open the doors. Inside, you find a large man seated at a table overflowing with all manner of food. Flanking him are two more guards, weapons at the ready. "You are disturbing my dinner," the man says, dabbing the corners of his mouth with a napkin.

"You sit here and stuff your face while your men terrorize the countryside? People will starve this winter because of the crops you burned! And what kind of monster uses poison against innocent civilians!? You're a murderer!"

"Enough!" Valun growls, rising from his seat. "The only murderer I see here is you. You enter my home and slaughter my men? For what? Where is the proof of my supposed crimes?"

"So you're innocent?" you challenge, taking a step forward.

"Grigory," Valun smiles, "no one in this world is innocent. I can tell you that I would never stoop to poison. You can kill me here and now and it will change nothing. Word has already been sent to Captain Akev of your whereabouts. It won't be long before he marches on Mir and crushes whatever it is you're hoping to accomplish there."

"How does he know all this?" Alek asks you. "Were we being watched the whole time?"

Valun scoffs, hefting an enormous axe from beneath the table, "If I were you I wouldn't worry about it. You're not going to leave this room alive."

Unwrap the "Campaign 1 Bosses" deck now. Place the cards and their corresponding separators in the card index box.

Battle Event

Place a '2 Star - Broken Plough Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place 'Boss - Valun' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:13 - Victory.*

Spirit Boss Challenges are now active!
Spirit Boss Challenge C1:1 now unlocked!
Read page 46 in the Fort Istra & Save Index Book.

Chapter 2:13 - Victory

Valun lies dead at your feet and the only thing you feel is regret. You can't help but think there could have been a better way. And what of all the unanswered questions? How did Valun know you by sight? Why is Akev involved with a farming guild? Despite the fact that Valun was a monster, you believed him when he denied using poison. Is someone else responsible? It seems the situation in Mir is more complicated than you thought. Hopefully, Dmitri will have some answers.

Place a narrative chip on Node 83.

Begin exploration phase.

Upon arrival at Node 83, proceed to page 36, and read Chapter 2:16.

Chapter 2:14 Broken Plough Manor - Alek

The clayhorn huffs as it struggles to pull the jail cart up a particularly steep incline in the road. Arvid clicks his tongue and the beast comes to a stop at the top of the hill. The rest of the militia are whispering amongst themselves, all too aware of the danger they are walking into. Arvid hops down from the cart and pushes his way through the crowd to reach you and Grigory.

"Grigory, sir. We're about to reach the manor and me and the others were wondering exactly what you want us to do."

Grigory looks over the militia, an assortment of townsfolk and farmers of dubious martial skill, before addressing them.

"You are craftsmen and farmers. But today, you are called on to be soldiers. I expect there will be resistance when we try to arrest Valun. The guards we face will be trained, but we outnumber them. As long as we stay together we can overcome even the best soldier."

"And do your best to look menacing," you add. "Look at it from their point of view. If an angry mob showed up at your front door, wouldn't you be scared?"

"Maybe we could light some torches?" asks a woman's voice.

"Who was that?" Grigory asks.

"Me sir, Mallory."

"Mallory. Excellent suggestion. Arvid, hand out the torches. If we look menacing enough, we may not have to fight at all."

A short while later, you and the Mir militia are standing before the manor, torches blazing in hand. There is no sign of life anywhere on the property and the doors and windows of the house are shut up tight. As you close in on the front door, you are startled by a flock of birds lifting off from the roof of the house and flapping away towards the East.

"Look, messenger birds," Arvid says, pointing out the tubes attached to each of the bird's legs. "He may have sent for help."

"Whatever help he hopes for will be too late," replies Grigory, stepping forward and pounding the door with the pommel of his sword. "Valun, come out! You are to be placed under arrest for crimes committed against your fellow countrymen."

At first there is no reply, but then the door opens and a single soldier steps out, hands held before him.

"We don't want a fight," he says, "but Valun has locked himself inside with some of his fanatics."

"How many are in there?" Grigory demands.

"Just six of us. We'll come peacefully, but I can't speak for Valun."

"Okay, you six come out empty handed, and I promise you'll be treated fairly."

One by one, the soldiers exit the house and the militia loads them into the jail cart under Arvid's watchful eye. That done, Grigory gathers everyone together.

"Excellent work. Now comes the dangerous part. Valun has nothing to lose and he won't be thinking clearly. Alek and I will go in and take Valun. Three of you can guard the prisoners while the rest of you split up and watch the doors. Be ready if anyone tries to make a run for it."

"We've got your back, captain," affirms Arvid. "Go get that tyrant."

Inside the manor, you follow Grigory up to the second floor and down a long hallway.

"You sure we couldn't use some backup, captain? Seems like a waste to not use all those people out there."

"In this confined space they're more likely to be a liability than a help. For all their bravery, they're still untrained."

"Good point, I guess. Still, wish we didn't have to do this alone."

"Alright, focus. Valun should be in this room."

Grigory approaches the final set of doors in the hallway and tries the handles. To your surprise, the doors push open.

Inside, Valun sits at a table filled with all manner of food. He is flanked by two soldiers, weapons in hand. "You are disturbing my dinner," Valun says, dabbing the corners of his mouth with a napkin.

Proceed to page 33, and continue reading Chapter 2:14.

Chapter 2:14 Broken Plough Manor - Alek (cont.)

"You sit here and stuff your face while your men are being rounded up? You will answer for the pain you've caused. People will starve this winter because of the crops you burned! And what kind of monster uses poison against innocent civilians!? You're a murderer!"

"Enough!" Valun growls, rising from his seat. "You dare enter my home and sling accusations? Where is the proof of my supposed crimes?"

"So you're innocent?" Grigory challenges, taking a step forward.

"Grigory," Valun smiles, "no one in this world is innocent. I can tell you that I would never stoop to poison. You can kill me here and now and it will change nothing. Word has already been sent to Captain Akev of your whereabouts. It won't be long before he marches on Mir and crushes whatever it is you're hoping to accomplish there."

"How does he know all this?" you ask Grigory. "Were we being watched the whole time?"

Valun scoffs, hefting an enormous axe from beneath the table, "If I were you, I wouldn't worry about it. You're not going to leave this room alive."

Unwrap the "Campaign 1 Bosses" deck now. Place the cards and their corresponding separators in the card index box.

Battle Event

Place a '2 Star - Broken Plough Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place 'Boss - Valun' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:14 - Victory*.

Spirit Boss Challenges are now active!
Spirit Boss Challenge C1:1 now unlocked!
Read page 46 in the Fort Istra & Save Index Book.

Chapter 2:14 - Victory

You march Valun and the two guards out of the house and place them into the jail cart with the rest of the prisoners. There are a lot of questions rolling around in your head. How did Valun get involved with Akev? How long have they been working together, and what does Akev hope to accomplish in Mir? Despite everything, you believed Valun when he denied using poison. Thankfully, there will be a chance for the truth to come to light once Valun is brought to Mir for trial.

Place a narrative chip on Mir: Duma Hall (Mini-Map)

Begin exploration phase.

Upon arrival at Mir: Duma Hall, proceed to page 37, and read Chapter 2:17.

Chapter 2:15 Broken Plough Manor - Alek

The clayhorn huffs as it struggles to pull the jail cart up a particularly steep incline in the road. Arvid clicks his tongue and the beast comes to a stop at the top of the hill. The rest of the militia are whispering amongst themselves, all too aware of the danger they are walking into. Arvid hops down from the cart and pushes his way through the crowd to reach you and Grigory.

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Inside, Valun sits at a table filled with all manner of food. He is flanked by two soldiers, weapons in hand.

"You are disturbing my dinner," Valun says, dabbing the corners of his mouth with a napkin.

Proceed to page 35, and continue reading Chapter 2:15.

Chapter 2:15 Broken Plough Manor - Alek (cont.)

"You sit here and stuff your face while your men are being rounded up? You will answer for the pain you've caused. People will starve this winter because of the crops you burned! And what kind of monster uses poison against innocent civilians!? You're a murderer!"

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Battle Event

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Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:15 - Victory.*

Spirit Boss Challenges are now active!
Spirit Boss Challenge C1:1 now unlocked!
Read page 46 in the Fort Istra & Save Index Book.

Chapter 2:15 - Victory

You march Valun and the two guards out of the house and place them into the jail cart with the rest of the prisoners. There are a lot of questions rolling around in your head. How did Valun get involved with Akev? How long have they been working together, and what does Akev hope to accomplish in Mir? Despite everything, you believed Valun when he denied using poison. Thankfully, there will be a chance for the truth to come to light once Valun is brought to Mir for trial.

Place a narrative chip on Mir: Duma Hall (Mini-Map)

Begin exploration phase.

Upon arrival at Mir: Duma Hall, proceed to page 38, and read Chapter 2:18.

Chapter 2:16 Golden Scythe Manor - Alek

Place a narrative chip on Mir: Duma Hall (Mini-Map)

Begin exploration phase.

Upon arrival at Mir: Duma Hall, proceed to page 40, and read Chapter 2:19.

You feel uneasy during the journey back to Dmitri's estate. Killing Valun doesn't sit right with you, but you don't know how to broach the subject with Grigory. It's ironic that you should feel remorse over killing someone like Valun, but there it is. Judging by Grigory's silence, you can tell he is struggling with some of the same thoughts.

When you reach the manor house, you are greeted by a flurry of activity. Soldiers are hastily filling wagons with supplies, while several clayhorns wait patiently to take on their yokes. Andrei spots you and Grigory and hands his load off to another soldier before jogging over to greet you.

"What's going on here?" you ask. "Is everything alright?"

Andrei's face is expressionless, and you get a sick feeling in your stomach.

"Is it Tabitha? Is she okay?

"Dmitri is dead."

"Dead? How?" presses Grigory.

"An assassin. A coward! He was shot in broad daylight and no one saw who did it."

"And what's all this?" Grigory asks, gesturing to the soldiers and the wagons. "Are you waging a war?

"We're going to Mir to demand justice. If justice won't be given to us, we'll take it ourselves."

You grab Andrei's shoulders to focus his attention on you. "We have already killed Valun. It wasn't justice, it was vengeance."

Andrei looks at you, then Grigory. "Truly, he's dead?"

"Yes," answers Grigory. "But Alek is right. Killing him the way we did was wrong, and rushing to take vengeance now isn't the right move. You said yourself you don't even know who killed Dmitri."

"Who's in charge now that Dmitri is...gone?" you ask.

"I am," answers a woman's voice.

It takes you a moment to realize that the woman approaching you is Tabitha. She is radiant, barely recognizable as the sick woman you healed only a few days ago. Tabitha unstraps the sword around her waist and tosses it into the wagon, before hopping into the driver's seat.

"We're going to Mir," she states, matter-of-factly. "You can stay here or come along. Either way my father's death will be avenged."

Chapter 2:17 Mir: Duma Hall - Grigory

As you roll through the gates of town you sense something is off. The streets on the edge of town are deserted and you can hear the din of a crowd in the distance. The noise grows steadily louder the closer you get to Duma Hall. When you finally arrive, the square is filled with a large crowd on the edge of violence. Sprinkled throughout the crowd are men and women wearing the colors of either the Broken Plough or the Golden Scythe. You order the prison cart to a stop at the edge of the square, where someone notices you and points. You watch the crowd's attention turn to you in a rolling wave.

"Militia! On me! " you shout over the noise. "Protect the prisoners at all costs!"

You snap the reins and the clayhorn surges forward, scattering the crowd as you drive a wedge right down the middle. When you reach the steps of Duma Hall, the militia circles around the prison wagon keeping the crowd at bay.

"What is the meaning of this?" you demand of the crowd.

"The Golden Scythe marched an army into the middle of town!" shouts a man wearing Broken Plough red. "They already stole the best land. If they think they can bully their way into Mir, they're sorely mistaken."

"That's rich coming from murderers!" shouts a woman.

The woman's accusation causes another round of shouting from the crowd. Upon closer inspection, you realize the woman is Tabitha! She is radiant, barely recognizable as the sick girl Alek healed only a few days ago.

"Tabitha! What are you doing here? What's this all about?"

"I'm here for justice! My father is dead!"

Your mind scrambles. "Dmitri? How?"

"Ask him!" she demands, pointing an accusing finger at Valun.

There is a hush in the crowd, as everyone strains to hear Valun's response.

"Girl, there may be bad blood between us, but I didn't have your father killed."

"Liar!" Tabitha shouts, and the crowd erupts into a frenzy.

"Arvid, get the prisoners inside!" you yell. As the militia shove the prisoners into the Hall, you thrust your sword into the air and it emits a blinding flash of light stunning the crowd into silence.

"We will not descend into chaos!" you say to the astonished onlookers. "Valun's fate will be decided by the law. In the meantime, the prisoners are under the protection of the Mir militia. Go to your homes!"

Some people stumble to get away from you, while others huddle together and begin talking excitedly. You hear the word "Stonebound" being passed around the crowd.

"Go home!" you say again. This time, the crowd begins to trickle away until only Tabitha and a few of her soldiers remain. You recognize Andrei and Ony among them.

"So you really are Stonebound then?" Tabitha states.

"Yes," you reply, shrugging your shoulders. "The rumors are true, and the world has changed. After all is said and done, people will have to decide how to live in a world where the Stonebound are real.

"I'm glad to see you're healthy," Alek says. "And I'm sorry to hear about your father."

Tabitha bows her head in silence for a moment before speaking. "My father told me he pledged his support to you, and I will do the same. However I can help you, I will."

Your heart is warmed by Tabitha's simple offer of support.

"We're bringing Valun to the mayor," you reply. "You're welcome to come and present any evidence you have against him."

Proceed to page 42, and read Chapter 2:20.

Chapter 2:18 Mir: Duma Hall - Grigory

As you roll through the gates of town you sense something is off. The streets on the edge of town are deserted and you can hear the din of a crowd in the distance. The noise grows steadily louder the closer you get to Duma Hall. When you finally arrive, the square is filled with a large crowd on the edge of violence. Sprinkled throughout the crowd are men and women wearing the colors of either the Broken Plough or the Golden Scythe. You order the prison cart to a stop at the edge of the square, where someone notices you and points. You watch the crowd's attention turn to you in a rolling wave.

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"What is the meaning of this?" you demand of the crowd.

"The Golden Scythe marched an army into the middle of town!" shouts a man wearing Broken Plough red. "They already stole the best land. If they think they can bully their way into Mir, they're sorely mistaken."

"That's rich coming from murderers!" shouts a man in Golden Scythe blue.

The man's accusation causes another round of shouting from the crowd. Upon closer inspection, you realize the man is the same guard you fought at Golden Scythe Manor. Andrei was it?

"Andrei! What are you doing here? What's this all about?"

"I'm here for justice! Our leader Dmitri is dead! Murdered by an assassin's arrow. And his daughter Tabitha has been poisoned." Andrei steps aside to reveal a woman lying unconscious on a litter.

"Assassins? Poison? Who is doing all of this?" you wonder aloud.

"Ask him!" Andrei demands, pointing an accusing finger at Valun.

There is a hush in the crowd, everyone straining to hear Valun's response.

"There may be bad blood between us...but I didn't have Dmitri killed, and I never poisoned anybody."

"Liar!" Andrei shouts, and the crowd erupts into a frenzy.

"Arvid, get the prisoners inside!" you yell. As the militia shove the prisoners into the hall, you thrust your sword into the air and it emits a blinding flash of light stunning the crowd into silence.

"We will not descend into chaos!" you say to the astonished onlookers. "Valun's fate will be decided by the law. In the meantime, these prisoners are under the protection of the Mir militia. Go to your homes!"

Some people stumble to get away from you, while others huddle together and begin talking excitedly. You hear the word "Stonebound" being passed around the crowd.

"Go home!" you say again. 'This time, the crowd begins to trickle away until only the Golden Scythe soldiers remain with the sick woman.

"The Stonebound are real then?" Andrei asks, carefully guarding his tone.

"Yes," you reply, shrugging your shoulders. "The rumors are true, and the world has changed. After all is said and done, people will have to decide how to live in a world where the Stonebound are real."

As you're speaking, Alek moves and crouches down near the woman on the litter.

"This is Tabitha?" he asks.

"Yes," Andrei answers. "She doesn't have long. Her last wish was to be brought here so that she could seek justice, but the journey was too much for her."

Alek's eyes suddenly lose focus and he reaches into his bag and pulls out a vial of clear liquid and a glowing speaking stone. Andrei moves to grab the stone from Alek, but you place your hand on Andrei's shoulder and stop him.

"Wait," you whisper, "The Voice is speaking to him."

"Voice? What voice?" questions Andrei.

"Watch and see."

Proceed to page 39, and continue reading Chapter 2:18.

Chapter 2:18 Mir: Duma Hall - Grigory (cont.)

Alek closes his eyes and power flows through him. The speaking stone grows dim while the liquid in the vial begins to shimmer. Alek cradles Tabitha's head in his arm and carefully pours the liquid down her throat. Laying her head back on the litter, he whispers, "Come back, Tabitha."

Slowly, Tabitha opens her eyes and looks up at Alek.

"It's you," she says, her eyes squinting as they adjust to the light. "The Voice told me about you, about the Stonebound."

Alek stutters, taken aback. "I'm very glad to meet you. I'm Alek, and this is Captain Grigory," he says, gesturing to you.

"It's a pleasure to meet you," you say, taking her hands in yours. "And I'm sorry to hear about your father."

Tabitha bows her head in silence for a moment. When she looks up there are tears in her eyes. "My father was complicated, but he was a good man. However I can help you, I will."

Your heart is warmed by Tabitha's simple offer of support.

"We're bringing Valun to the mayor," you reply.

"You're welcome to come and present any evidence you have against him."

Proceed to page 42, and read Chapter 2:20.

Chapter 2:19 Mir: Duma Hall - Grigory

The wagon creaks as the Golden Scythe soldiers disembark in front of Duma Hall. The journey to Mir was tense. No matter how hard Alek tried to coax Tabitha into conversation, she kept all her answers short, making it clear that she wouldn't be deterred from her mission.

As Andrei hitches the wagons, you try to reason with Tabitha one last time.

"Tabitha, coming here in force will put the mayor on the defensive. He is less likely to work with you if he feels his hand is being forced."

"My father's pleas for help fell on deaf ears. Felix has much to answer for."

"The least you can do is keep your soldiers outside. Alek and I will join you when you speak to Felix. Anything more than that and you'll have the militia on our heads."

"Very well," huffs Tabitha. "I'll leave my men outside. But if I'm not satisfied, Felix won't have time to call the militia."

"Tabitha, I can't let you hurt anyone in there. I know you're angry right now, but there is a way through this. Valun is already dead and we don't know who exactly is responsible for your father's death. We need to make Felix an ally."

Tabitha takes a deep breath before she meets your eyes.

"Okay," she relents. "We'll take it slow."

You smile at her, relieved. "Okay then, let's go meet Felix.

"The guilds are suffocating this town." Felix, the mayor of Mir, is barely visible behind the stack of papers piled up on his desk. He dips his pen in a bottle of ink and signs the letter he's just finished writing before folding it up and handing it off to a messenger.

"They make life impossible for anyone unaffiliated with them, and now their contempt for each other has spilled over into violence. I sent word to the king months ago with no reply, and the Circle of Seers can't be bothered to intervene in anything that doesn't directly concern them."

Felix peers around a stack of papers, and looks at you for the first time, his gaze flitting across you and Alek before settling on Tabitha.

"Why exactly are you here?"

"My father is dead," Tabitha states, locking eyes with Felix.

"Ah, I see," Felix replies soberly. "I take it his death wasn't natural?"

"He asked you for help when our crops were burned, when our wagons were attacked, when our wells were poisoned, when I almost died. No help ever came, Felix. And now my father has been murdered."

"And what would you have me do?" snaps Felix. "Arrest Valun? Snap my fingers and have the Broken Plough dissolved? I have no power! I was forced to cobble together a militia who can barely keep the peace in the taverns, and you expect me to stop a guild war?"

"Actually, Valun is dead too," Alek interjects.

"Really?" Felix says, "Well then I don't know why you're here, Tabitha. It seems your father's death has already been avenged by Captain Grigory here."

Felix smiles as he registers your shock. "Yes, I know who you are. And you must be Alek?"

"How do you know us?" stammers Alek.

"Oh, Captain Akev is pretty mad at you. He's probably sent a letter out to every city, village, and hamlet in Isofar."

"We've never hidden our identities from you," you say defensively.

"No, but it makes me wonder why two exiled Guards are getting mixed up in the affairs of our humble farming community."

You suddenly realize Felix is much smarter than you originally gave him credit for. You share an uneasy look with Alek and wonder what else Felix knows, and what his angle is. It's probably not the best time to sell him on the Stonebound cause, so you decide to keep it general.

"We are simply doing the next right thing."

Proceed to page 41, and continue reading Chapter 2:19.

Chapter 2:19 Mir: Duma Hall - Grigory (cont.)

"Huh," Felix says doubtfully. "Well, I can't force you to tell me your business, but don't expect me to believe you're a couple of wandering paragons just trying to make the world a better place."

Felix begins pacing the room speaking almost to himself.

"Fortunately for you, I don't care what you're really up to as long as our goals align. I had a guild problem, and now I don't."

"The people responsible for the crimes against us are still out there. If you think this is over…." begins Tabitha, but she is cut off by a man bursting into the room.

"What is it, Arvid?" Felix demands. Arvid notices everyone in the room and crosses over to Felix to whisper in his ear.

"Well," says Felix, once Arvid has finished his message, "It seems the king is finally acting. The Guard will be here in three days."

Suddenly, a vision of red eyes and snapping teeth flashes in your mind. Monsters wearing the uniform of the Guard. Mir burning. When you snap back to the present everyone is looking at you.

"They're not coming to help, Felix. They're coming to destroy everything."

Stonebound have returned from their Commissions.
Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 5 in the Fort Istra & Save Index Book to send out **Commission Three**!

END OF CHAPTER 2

Exploration Phase now uses Enemy Index Chapter 3. See page 9 in the Enemy Index Book.

A new Caravan Quest is available!

Move the Caravan Chip to Node 68. Caravan Quest 2 is now available. See page 113 in the Quests book.

New Side Quests are available!

Additional Side Quests are now available for Chapter 3. See page 4 in the Quests Book.

Proceed to page 44, and read Chapter 3:1.

Chapter 2:20 Mir: Duma Hall - Grigory

Valun stands in the center of Duma Hall with his hands chained behind his back and a haughty smile on his face. The Broken Plough leader is enormous, accented all the further when Felix stands in front of Valun and barely reaches his chest. The other Broken Plough prisoners are lined up in the back of the room guarded by the militia. For the moment they are compliant.

"Valun, you have been a blight on this town for years. This time, your ambition has gone too far. You have been accused of theft, criminal destruction of property, poisoning Golden Scythe water supplies, and murder. How do you plead?"

In reply, Valun begins a low laugh that gains in intensity until it fills the whole room. You look over and notice Tabitha's grip tighten on her sword.

"Felix, you have nothing on me!" Valun replies when he finally catches his breath. "So why don't you let me and my men go, and you can go back to writing your little letters."

"You murdered my father!" Tabitha shouts, drawing Valun's attention.

"Oh, and when would I have done that? Grigory can attest to the fact that I was having a lovely little dinner party around the time your father met his end."

"You poisoned our wells, and when that didn't work, you had him killed. We've been besting you for years and you couldn't take it anymore."

"Oh girly," Valun replies, drawing up to his full height. "If I wanted someone dead, believe me, I would do it myself."

"That's enough!" Felix says, cutting through the tension. "Valun, I find you guilty of all charges brought against you. Your sentence is death."

"Think about what you're doing little man," Valun snarls, but Felix is unfazed.

"Oh, I've thought about this a long time."

Felix makes a subtle motion to Arvid and before anyone can react, Valun's head is rolling on the floor. There is a moment of silence as everyone watches Arvid calmly clean his blade, and then the prisoners begin shouting.

"Arvid!" Felix shouts over the noise. "Take the prisoners to the jail and lock them up. Their fates will be decided later."

As the militia struggles to remove the prisoners, a messenger slips in quietly and whispers something in Felix's ear.

"This day just keeps getting better," Felix smiles. "The King is finally acting. The Guard will be here in three days."

Suddenly, a vision of red eyes and snapping teeth flashes in your mind. Monsters wearing the uniform of the Guard. Mir burning. When you snap back to the present, everyone is looking at you.

"They're not coming to help, Felix. They're coming to destroy everything."

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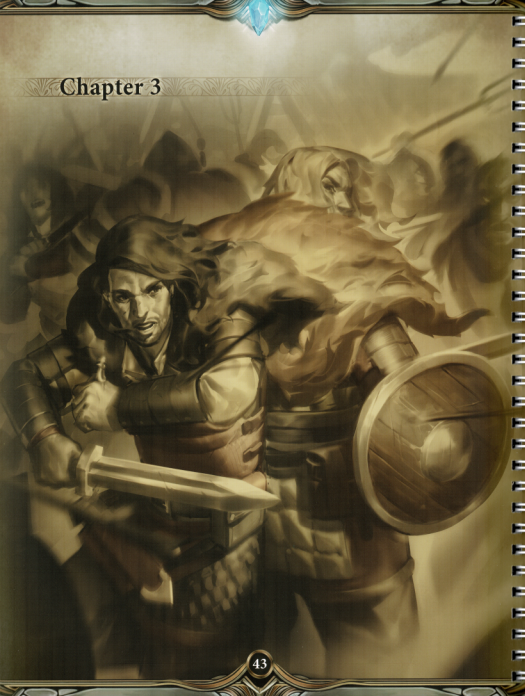
Chapter 3



Chapter 3:1 Mir: Duma Hall - Alek

Felix stares at Grigory with a furrowed brow. "You're insane," he pronounces, throwing his hands up in the air. "You were kicked out of the Guard and exiled, and now you expect me to take your word that they're coming here to kill everyone? The Guard is coming for *you* Grigory. And hopefully, they can help me sort this guild mess out while they're here."

"Felix, you have to believe me. No one is safe here," states Grigory. "You're not going to understand this, but I had a vision."

"A vision!?" replies Felix, his voice raising.

"Felix, the captain is no liar," you say, coming to Grigory's aid. "If the captain says he had a vision I believe him."

"Then you're both insane!"

"No," replies Grigory. "We're Stonebound."

There is a beat before Felix lets loose with a full-throated laugh.

"It's true!" adds Tabitha, scowling at Felix. "Alek brought me back from the edge of death."

"So he gave you medicine. That doesn't mean he's Stonebound."

In reply, Grigory draws his sword which promptly bursts into flame.

"And what does this mean?" Grigory demands, shoving the fiery sword in Felix's face. Felix instinctively leaps back and shields his face.

"Impossible!" he stammers.

"Not impossible. This is the way of things now. The same Voice that grants me this power has given me a vision."

"Okay, okay! Put it out!" cries Felix. Just as suddenly as the flames appeared, they snuff out, leaving Felix sweating and confused.

"If you think Grigory is scary, you should see Tenebris," you say, trying unsuccessfully to lighten the mood.

"Tenebris?" questions Felix.

"An evil power that corrupts everything it touches," answers Grigory. "In my vision, I saw the Guard marching on Mir, but they were no longer human. They were transformed into beasts that desired only death and destruction. Mir was burned to the ground."

"Let's say I believe you," Felix says. "The Guard is coming to wipe out Mir. What could we do against an army?"

"I can travel back to Golden Scythe Manor and gather my soldiers," offers Tabitha. "Mir will not be defenseless."

"Good," Grigory replies. "Felix, you can gather the militia and any citizens who can fight."

"What will they fight with, pitchforks and shovels?"

"Actually," Tabitha answers, "The Broken Plough has an armory in the guildhall here in town. There should be enough weapons to arm a sizable number of civilians."

"That's one idea," Grigory muses. "Of course we risk a fight with the Broken Plough if we try to take their weapons, and there's no guarantee how effective the citizens will be after only three days of training. Another option would be to have everyone pitch in and build defensive fortifications around town. But we'd need a large supply of timber."

"There's a lumber camp southeast of here," Felix says. "They have a shipment due here next week, so they should have a good supply already cut."

"Okay," you say. "Steal some weapons or steal some lumber. What'll it be?"

"I believe the word is commandeer," replies Grigory.

"Whatever you call it, good luck," Tabitha says. "I'm heading back home. I'll be back in three days with trained soldiers."

Choose a path:

A. Commandeer weapons from the Broken Plough Guildhall. Place a narrative chip on Mir: Broken Plough Guildhall.

Begin exploration phase.

Upon arrival at Mir: Broken Plough Guildhall, proceed to page 45, and read Chapter 3:2.

B. Commandeer lumber from the lumber camp. Place a narrative chip on Node 86.

Begin exploration phase.

Upon arrival at Node 86, proceed to page 46, and read Chapter 3:3.

Chapter 3:2 Mir: Broken Plough Guildhall - Grigory

You push open two wide double doors and find yourself inside the Broken Plough Guildhall. There are a dozen farmers sitting around tables, drinking mead. Behind them, the armory door stands open, revealing racks of bows and quivers, pikes and axes; everything you'll need to fend off the Guard's advance. Apart from a few wooden chandeliers hanging from the vaulted ceiling, the hall is sparsely decorated, as brash and unpretentious as the men and women gathered here.

The laughter and general merriment of the farmers turns to silence when you enter. Three armed soldiers approach to block your path.

"You aren't welcome here."

Though the young Broken Plough soldier puts on a brave face, you can see the fear in his eyes. He holds his sword awkwardly, placing his blade too far in front of him, not realizing how easily you could knock it from his hands. An older female soldier stands next to him, briefly placing her hand on his shoulder. The younger soldier seems to relax. He immediately corrects his posture and steadies his hand.

"Captain Akev is leading the Guard to Mir," you explain. "Without your weapons, the town stands defenseless against his assault."

"Do we look defenseless to you?" the older soldier demands, nodding to her sword.

"Some more so than others," you say, tilting your head toward the young soldier. At this, the soldier's face turns red and he tightens the grip on his sword. A few of the farmers laugh.

"They call me Galina," the older soldier says. "Though my companion lacks training, I assure you, he will hold his ground."

"I would implore you both to save your courage for the coming battle," you say. "We are not your enemies. Lay down your weapons and let us pass."

"If you are not our enemy, this is your chance to prove it," Galina says. "Leave and let us defend ourselves as we see fit."

Many of the farmers stand from their tables, but it is unclear whether or not they intend to run or to fight. You have no interest in battling civilians. If the entire room turns against you, the situation could quickly get out of hand.

The young soldier standing next to Galina seems anxious. As if to prove he is not afraid, he lunges forward to attack. Though you parry his first blow, the other two soldiers charge forward to join the fight.

Choose a path:

A. Defend yourself.
Proceed to page 48, and read Chapter 3:4.

B. Try to convince them to surrender.
Proceed to page 49, and read Chapter 3:5.

Chapter 3:3 Lumber Camp - Grigory

The path to the lumber camp is easy to spot. It appears as if a giant has taken a massive scythe to the pines, cutting a perfectly straight corridor into the heart of the woods. The pines lining the sides of the path are massive, big enough to block out the sun with their thick canopies far overhead. You follow the path of tree stumps until you hear the rhythmic thunking of axe heads in the distance. Soon, you can make out voices yelling back and forth to each other over the sounds of chopping wood.

When you finally reach the camp it is a hive of activity. A few workers are loading the last log onto a nearly full wagon, while others move a new wagon into place. You spot a man having trouble hitching a stubborn clayhorn and rush over to help.

"Can I help you with her?" you ask, reaching out your hand to soothe the beast. When your hand makes contact with the clayhorn its eyes go wide, and it rears back on its hind legs.

"Whoa!" shouts the man, pulling the reins tight. "Peace, Brin! Peace!"

"We're sorry!" says Alek. "The captain usually doesn't have that effect on ladies."

"This isn't like her," the man says. "Brin is usually my best behaved clayhorn. I don't know what's gotten into her."

Brin settles slightly, but her eyes are still wide with fear and her breath comes in huffs. Suddenly, a terrible roar echoes through the trees and Brin rears up again, knocking the man into the air. Before you can check on him, two creatures out of a nightmare charge into the camp, smashing everything in front of them and scattering the loggers. The creatures resemble clayhorns, but they are much bigger and wrong somehow. People are going to get killed unless you do something quick.

Battle Event

Place a '3 Star - Tenebris Clayhorn' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:3 - Victory.*

Chapter 3:3 - Victory

You stand over the hulking corpses of the corrupted clayhorns, as the loggers collect themselves and gather around you. You are relieved to see the man you spoke to earlier is okay. He walks gingerly towards you and offers his hand.

"I never got a proper introduction. I'm Anton, the foreman here."

"My name is Grigory," you say, taking his hand. "And my companion here is Alek. We've come to ask a favor."

"We certainly owe you one," Anton says. There are a few relieved laughs from the loggers.

You climb to the top of a pile of logs so everyone can see you before speaking.

"We have come from Mir to ask for your help. The Guard is marching on Mir as we speak, and I fear whatever corruption has infected these clayhorns has also infected members of the Guard. Mir needs this lumber to construct fortifications in the town if there's to be any chance of saving it."

There are a few moments of uneasy silence before someone speaks up.

"You're asking us to believe an awful lot."

"I know we are," Alek replies, "but if there's even a chance Grigory's right, wouldn't you want to do something about it? If these monsters aren't proof that something crazy is happening in Isofar then I don't know what is."

"He's right," agrees a woman. "Many of us have family in Mir. I say we go and defend our homes."

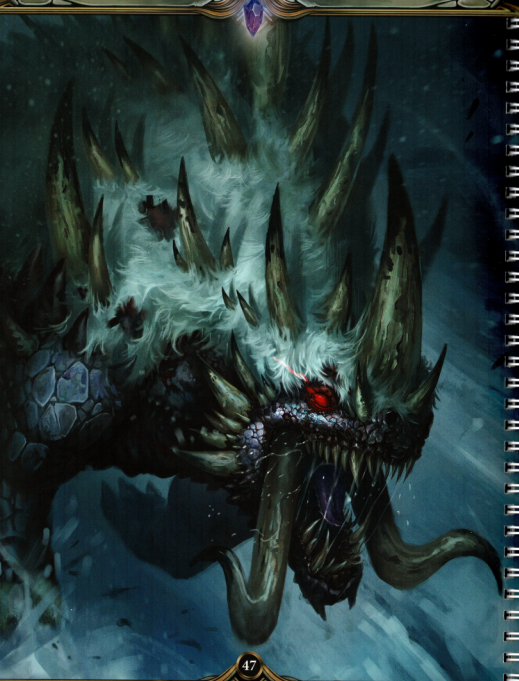
Many heads nod in agreement and there is a scattering of "ayes".

Anton meets your eye and nods, "It looks like you earned yourself some lumber, and any volunteers who agree to go along with it."

Place a narrative chip on Mir: Market Square (Mini-Map).

Begin exploration phase.

Upon arrival at Mir: Market Square, proceed to page 50, and read Chapter 3:6.



Chapter 3:4 Mir: Broken Plough Guildhouse - Grigory

"I had hoped it wouldn't come to this," you say. The farmers clear the room, leaving only the advancing soldiers between you and the armory.

"Drive them out or cut them down!" Galina commands.

Battle Event

Place a '3 Star - Broken Plough Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:4 - Victory* below.

Chapter 3:4 - Victory

You manage to subdue two of the soldiers, but Galina refuses to surrender. Grabbing a lantern off a table, she chucks it into the armory and locks the door. You tackle her to the ground, but she manages to throw the key across the room.

Alek scrambles to the armory door and attempts to force the handle, but retracts his hand in surprise. The door is already hot. Smoke pours out from beneath it, then flames leap from the door frame and climb the walls.

"You would burn down your own guildhall just to spite us?" you demand.

Galina glares at you defiantly. "This town has already taken everything from us. I don't care if it burns!"

Alek slams against the door with the full weight of his body, but it doesn't budge. A farmer cries out to you through the smoke, urging you to leave while there is still time. It's too late to save the armory. If you linger any longer, you'll only perish along with the weapons.

Dragging the three soldiers to safety, you retreat to the street and watch as the armory is consumed by fire. An alarm is sounded. The people of Mir come with their water buckets and manage to save the hall, but the armory and the weapons within are lost.

The Broken Plough has much to answer for. The burned crops, wagon raids, and poisoned wells require the administration of justice, but it didn't have to end like this. Though you acted only in self-defense, you can't help but wonder if you share some of the blame for the fire. Galina may have acted rashly, but in her eyes she was only doing her duty.

"We should get going," Alek says. "There is now very little time left to prepare."

Stonebound have returned from their Commissions. Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 6 in the Fort Istra & Save Index Book to send out **Commission Four**!

WARNING

A narrative sequence will begin at the start of the next scene that will continue until the start of Chapter 4. If you wish to complete any content or prepare accordingly, do so before reaching before reaching Mir: Broken Gate.

Place a narrative chip on Mir: Broken Gate.

Begin exploration phase.

Upon arrival at Mir: Broken Gate, proceed to page 51, and read Chapter 3:7.

Chapter 3:5 Mir: Broken Plough Guildhouse - Grigory

"Wait!" you shout.

Galina holds up her hand as a signal for the others to hold their ground.

"Stand down," you tell them. "Valun is dead, but the Broken Plough still has much to answer for. There are charges that you have burned crops, raided wagons, and even poisoned Golden Scythe wells. Turn yourselves in and I give you my word that you will be treated fairly."

"Did you make Valun the same promise?" the younger soldier sneers. "I suppose you were the ones who killed him?"

"And if we were?" you ask. "Then what chance do you have to stand against us?"

A chill fills the room. All stand ready to fight, but no one appears willing to make the first move.

One of the older farmers, a bit drunk, breaks the silence. "I never much cared for Valun anyway," he says. "The only thing that man knew about farming was how to eat our harvest." A few of the others laugh, breaking the tension in the room.

Galina lowers her sword. "There is no love lost between Valun and many of those gathered here," she explains. "And you are right. The Broken Plough has much to answer for. So do the Golden Scythe. There are few who have remained innocent in this feud between the guilds."

The soldiers drop their weapons and allow their hands to be bound with rope as the farmers clear the hall. When you escort Galina and the others to jail, she pledges you her sword.

"If they see fit to release me," she says, "I will join you at the Broken Gate. Let it never be said that the Broken Plough hid from the fight in Mir's hour of need."

You nod solemnly. "We will wait for you there," you tell her.

You return to the guildhouse to gather the weapons from the armory. The townspeople will need all the help they can get if they hope to stand against the soldiers from Fort Strazh.

Stonebound have returned from their Commissions.
Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 6 in the Fort Istra & Save Index Book to send out **Commission Four**!

WARNING
A narrative sequence will begin at the start of the next scene that will continue until the start of Chapter 4. If you wish to complete any content or prepare accordingly, do so before reaching before reaching Mir: Broken Gate.

Place a narrative chip on Mir: Broken Gate.

Begin exploration phase.

Upon arrival at Mir: Broken Gate, proceed to page 53, and read Chapter 3:8.

Chapter 3:6 Mir: Market Square - Grigory

You stand with Felix in the middle of Market Square surrounded by piles of rough timber. Loggers are busy cutting the timber down into manageable sizes, which are then carted away by civilian volunteers under the direction of the militia.

"We can't just fortify the gates," you explain to Felix. "We have to create a system of fallback positions. If we can funnel them through narrow sections of town and initiate a fighting retreat, we may be able to wear them down before they can overwhelm us.

Across the square, you can hear Alek telling Arvid how to construct a proper stake wall.

"It's pretty simple," you hear him say, "you aim the pointy bits that way, where the enemy will be."

"Oh, you don't say," replies Arvid, clearly agitated.

You chuckle a little before Felix draws your attention back to him.

"Grigory, what do you think our chances are of getting through this?"

"Us?" you question.

"All of us," Felix says, spreading his arms to encompass the whole city. "Despite what you may think of me, I do love this city, and I will fight to protect her."

There is a fierceness in Felix's eyes that belies his slight stature. You don't doubt that Felix would do anything to protect Mir.

"I can't promise that everyone will make it through this," you admit, "but I believe we have a good chance of saving the city."

Felix lets out the breath he was holding and smiles.

"Good," he says. "That's very good, Grigory. You'd better go teach Alek how to be a better communicator, and I'll go see about keeping the civilians safe during the battle.

Stonebound have returned from their Commissions.
Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 6 in the Fort Istra & Save Index Book to send out **Commission Four**!

WARNING
A narrative sequence will begin at the start of the next scene that will continue until the start of Chapter 4. If you wish to complete any content or prepare accordingly, do so before reaching before reaching Mir: Broken Gate.

Place a narrative chip on Mir: Broken Gate.

Begin exploration phase.

Upon arrival at Mir: Broken Gate, proceed to page 54, and read Chapter 3:9.

Chapter 3:7 Mir: Broken Gate - Alek

You stand watch along the wall surrounding Mir, waiting as Captain Akev and his army march across the plains. They are still far enough away to appear no larger than ants swarming across the countryside. Though faint at first, the thunderous clap of their war drums grows louder and louder as they make their approach.

"I wish they would hurry it along," you mutter under your breath."

Grigory hears this and smiles grimly.

"I didn't mean…" You search for the words to make sense of your feelings, but Grigory holds up his hand, as if to say that no explanation is necessary.

"No one is eager for war," he says, "but when it is inevitable, better to get on with it. Standing here waiting, with nothing to think about other than which of our companions will die, is enough to leave any soldier nervous."

Yes, that's it exactly. Better to get on with it. Grigory manages to make sense of the thoughts and emotions swirling around your head better than you can.

As Akev's forces draw closer, there are gasps from the members of the Mir militia lining the wall. The approaching soldiers only vaguely resemble humans. Their eyes burn bright red like coals plucked from the fire. Behind the horde stands Captain Akev, safely leading from the rear guard.

"Not exactly leading the charge," you tell Grigory, but your companion is so focused on the coming battle that he doesn't seem to hear you.

"Stand ready!" he shouts to the militia.

When Akev's army is just out of bow range, the Tenebris-corrupted Guards form ranks and wait. For a moment, time seems to stand still. You feel your stomach tighten into a ball. Each second that passes feels like an eternity.

Finally, the Guards open their mouths and unleash a foul battle cry, revealing teeth as sharp as wolf fangs. Though they are rattled, you are proud to see that the militia is standing firm. Most do not even have proper weapons, apart from their pitchforks and shovels, and yet they hold their ground.

All at once, the corrupted Guards rush the gate, crashing into the front lines in a flurry of swords. You rush to support the faltering militia and find yourself drawn into battle.

Battle Event

Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I. Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot II, and slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

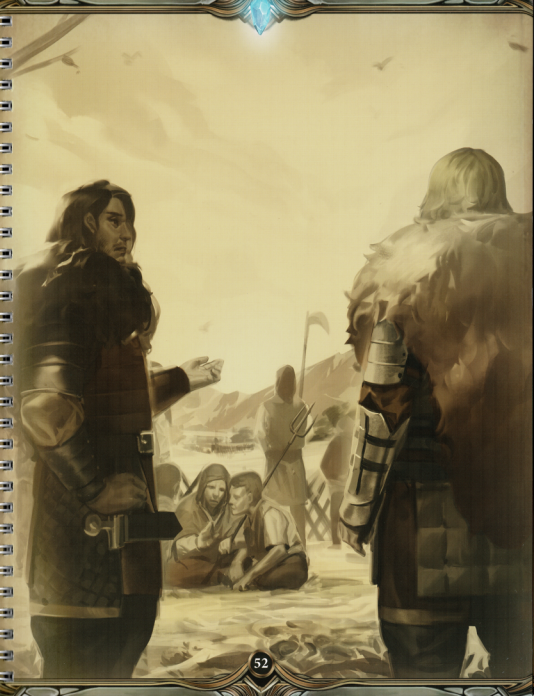
If victorious: Proceed to *Chapter 3:7 - Victory* below.

Chapter 3:7 - Victory

With the militia's help, you manage to kill a few of Akev's twisted Guards, but they still manage to overwhelm the gate.

"Fall back!" Grigory commands, and you retreat to Market Square.

Move the Guards to Mir: Market Square. Proceed to page 55, and read Chapter 3:10.



Chapter 3:8 Mir: Broken Gate - Alek

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When Akev's army is just out of bow range, the Tenebris-corrupted Guards form ranks and wait. For a moment, time seems to stand still. You feel your stomach tighten into a ball. Each second that passes feels like an eternity.

Finally, the Guards open their mouths and unleash a foul battle cry, revealing teeth as sharp as wolf fangs. Though they are rattled, you are proud to see that the militia is standing firm. No doubt the new weapons you were able to procure inspiring some degree of confidence. All at once, the corrupted Guards rush the gate.

"Fire!" Grigory yells, and a small volley of arrows takes down a few of the Guards before the rest crash into the front lines in a flurry of swords. You rush to support the faltering militia and find yourself drawn into battle.

Battle Event

Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:8 - Victory* below.

Chapter 3:8 - Victory

With the militia's help, you manage to kill a few of Akev's twisted Guards, but they still manage to overwhelm the gate.

"Fall back!" Grigory commands, and you retreat to Market Square.

Move the Guards to Mir: Market Square. Proceed to page 56, and read Chapter 3:11.

Chapter 3:9 Mir: Broken Gate - Alek

You stand watch along the wall surrounding Mir, waiting as Captain Akev and his army march across the plains. They are still far enough away to appear no larger than ants swarming across the countryside. Though faint at first, the thunderous clap of their war drums grows louder and louder as they make their approach.

"I wish they would hurry it along," you mutter under your breath." Grigory hears this and smiles grimly.

"I didn't mean…" You search for the words to make sense of your feelings, but Grigory holds up his hand, as if to say that no explanation is necessary.

"No one is eager for war," he says, "but when it is inevitable, better to get on with it. Standing here waiting, with nothing to think about other than which of our companions will die, is enough to leave any soldier nervous."

Yes, that's it exactly. Better to get on with it. Grigory manages to make sense of the thoughts and emotions swirling around your head better than you can.

As Akev's forces draw closer, there are gasps from the members of the Mir militia lining the wall. The approaching soldiers only vaguely resemble humans. Their eyes burn bright red like coals plucked from the fire. Behind the horde stands Captain Akev safely leading from the rear guard.

"Not exactly leading the charge," you tell Grigory, but your companion is so focused on the coming battle that he doesn't seem to hear you.

"Stand ready!" he shouts to the militia.

When Akev's army is just out of bow range, the Tenebris-corrupted Guards form ranks and wait. For a moment, time seems to stand still. You feel your stomach tighten into a ball. Each second that passes feels like an eternity.

Finally, the Guards open their mouths and unleash a foul battle cry, revealing teeth as sharp as wolf fangs. Though they are rattled, you are proud to see that the militia is standing firm. Most do not even have proper weapons, apart from their pitchforks and shovels, and yet they hold their ground.

All at once, the corrupted Guards surge forward and slam into the barricade with the force of a clayhorn. The militia begins hacking and slashing at the Guards trapped on the barricade, but the corrupted Guards seem to have little regard for personal safety. Many of them are cut down, but a few manage to find flaws in the barricade and slip through. A young militia man attempts to beat back the Guards with a smithy's hammer, but he is clearly overmatched. You rush to his aid and find yourself face to face with a monster.

Battle Event

Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:9 - Victory* below.

Chapter 3:9 - Victory

With the militia's help, you manage to kill a sizable number of Akev's twisted Guards, but eventually they manage to destroy the barricade and overwhelm the gate.

"Fall back!" Grigory commands, and you retreat to Market Square.

Move the Guards to Mir: Market Square. Proceed to page 57, and read Chapter 3:12.

Chapter 3:10 Mir: Market Square - Grigory

Your arms ache from the battle, but there is no time for rest. Each wave of corrupted Guards you defeat is followed by another. Though most of the Guard pours in through the main street, others trickle in from side streets and alleyways all leading to the marketplace.

"We cannot fight them from all sides," Alek shouts.

He's right. Your position is not secure. You've been so busy fighting the enemies in front of you that you nearly let the militia get surrounded.

"Close off the alleys!" you call out. Overturning the wooden carts and stands scattered across the marketplace, the Mir militia is able to set them on fire and use them as makeshift barricades. Though the Guard continues their assault through the main street, with their forces now bottlenecked, you are able to fight them three at a time.

Battle Event

Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I. Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot II, and slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:10 - Victory*.

At this time you may spend Lux Essence to unlock nodes on the Guards' Skill Trees before proceeding to the next scene.

Chapter 3:10 - Victory

You manage to kill a few more Guards, but the Mir militia suffers even greater casualties. Many lay dead at your side.

The taste of blood seems to have frenzied Akev's Guards. With every kill, Tenebris sinks its roots deeper within them, corrupting their form. Many have torn off their helmets, revealing horns that have appeared on their heads. In what appears to be a painful transformation, their jaws stretch out, more doglike than human now, and spikes pop through the skin of their arms. The marketplace fills with the howls of the Guards. It feels less like a war between soldiers now, and more as if the town were being ravaged by a pack of wolves.

"Fall back!" you cry. Together, you rally the last remnants of your forces and make a retreat to Duma Hall.

Move the Guards to Mir: Duma Hall. Proceed to page 58, and read Chapter 3:13.

Chapter 3:11 Mir: Market Square - Grigory

Your arms ache from the battle, but there is no time for rest. Each wave of corrupted Guards you defeat is followed by another. Though most of the Guard pours in through the main street, others trickle in from side streets and alleyways all leading to the marketplace.

"We cannot fight them from all sides," Alek shouts.

He's right. Your position is not secure. You've been so busy fighting the enemies in front of you that you nearly let the militia get surrounded.

"Close off the alleys!" you call out. Overturning the wooden carts and stands scattered across the marketplace, the Mir militia is able to set them on fire and use them as makeshift barricades. Though the Guard continues their assault through the main street, with their forces now bottlenecked, you are able to fight them two at a time.

Battle Event

Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:11 - Victory*.

At this time you may spend Lux Essence to unlock nodes on the Guards' Skill Trees before proceeding to the next scene.

Chapter 3:11 - Victory

You manage to kill a few more Guards, but the Mir militia suffers casualties as well. A few lay dead at your side.

The taste of blood seems to have frenzied Akev's Guards. With every kill, Tenebris sinks its roots deeper within them, corrupting their form. Many have torn off their helmets, revealing horns that have appeared on their heads. In what appears to be a painful transformation, their jaws stretch out, more doglike than human now, and spikes pop through the skin of their arms. The marketplace fills with the howls of the Guards. It feels less like a war between soldiers now, and more as if the town were being ravaged by a pack of wolves.

"Fall back!" you cry. Together, you rally the last remnants of your forces and make a retreat to Duma Hall.

Move the Guards to Mir: Duma Hall. Proceed to page 59, and read Chapter 3:14.

Chapter 3:12 Mir: Market Square - Grigory

Your arms ache from the battle, but there is no time for rest. Each wave of corrupted Guards you defeat is followed by another. Though most of the Guards are blocked by the barricade in the main street, others trickle in from side streets and alleyways leading to the marketplace.

"Close off the alleys!" you call out. Overturning the wooden carts and stands scattered across the marketplace, the Mir militia is able to set them on fire and use them as makeshift barricades. A Guard, however, manages to squeeze through a side street before it can be blocked off.

Battle Event

Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:12 - Victory.*

Chapter 3:12 - Victory

You manage to kill the Guard and block off the alleyway, but when you return to the barricade, the Mir militia is hard pressed to keep the Guards at bay. Several militia members lay dead beneath the barricade.

The taste of blood seems to have frenzied Akev's Guards. With every kill, Tenebris sinks its roots deeper within them, corrupting their form. Many have torn off their helmets, revealing horns that have appeared on their heads. In what appears to be a painful transformation, their jaws stretch out, more doglike than human now, and spikes pop through the skin of their arms. The marketplace fills with the howls of the Guards as they begin tearing apart the barricade with their clawed hands.

"Fall back!" you cry. Together, you rally the last remnants of your forces and make a retreat to Duma Hall.

Proceed to page 60, and read Chapter 3:15.

Chapter 3:13 Mir: Duma Hall - Alek

A few members of the Mir militia remain behind to give the others time to escape. Without armor or proper weapons, they are forced to attack the Guard with bricks and stone, and to shield themselves with scraps of wood. Akev's Guards tear through their ranks effortlessly, ripping into their flesh, and tossing their victims aside. This would seem an ideal time for Akev to appear and gloat over his victory, yet the captain of the Guard is nowhere to be found. Stranger still, about half of the Tenebris-corrupted Guards break off from the assault, and flee north through the streets. Are they running away? Just as you start to think your fortunes have turned, Grigory snaps you back to reality.

"Some of their soldiers are breaking off," he says. "Whatever they're up to, it can't be good."

After their transformation, Akev's Guards are stronger and faster. They easily catch up to you before you arrive at the steps of Duma Hall. One of the creatures leaps up at you with a snarl, and then crumples to the ground when you bash his face in with the hilt of your sword.

Grigory turns to face the coming swarm. "For the others to have any chance, Alek, you and I must hold our ground."

Battle Event

Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I, and slot II, of the battlefield. Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:13 - Victory.*

Chapter 3:13 - Victory

You manage to make it to the hall. Once inside the manor, members of the militia quickly bar the door with tables, chairs, and anything else they can find. Expecting to immediately hear the sound of Akev's soldiers slamming against the entry or scratching at the wood, you are surprised to be greeted with silence.

"Why have they stopped attacking?" you wonder aloud.

"They're not in any hurry," Grigory answers. "They've already won."

You make your way upstairs to the balcony. Akev's army has surrounded the manor with more soldiers than you can count. They seem content to wait you out.

"They may try to burn us out," Grigory reasons. "Akev doesn't need to risk any more of his Guards on us."

You see the wheels in his head turning. Even now, he is strategizing, looking for a way to win.

"I don't see any way out of this," you say. "There are too many."

For the briefest moment, Grigory appears irritated, but then he smiles faintly.

"Then we make our last stand here and kill as many as we can. The other Stonebound will have to finish what we started."

You nod solemnly. "It's been an honor serving with you, Captain."

Proceed to page 61, and read Chapter 3:16.

Chapter 3:14 Mir: Duma Hall - Alek

As you retreat to Duma Hall, you find yourself running next to Galina, the Broken Plough soldier from the guild hall. You lock eyes with each other, but there is no time to stop. The Guards are nearly upon you.

"Keep going!" she yells, "This is where the Broken Plough pays its debts!"

Galina breaks off from the group with a few other Broken Plough soldiers and turns to face the approaching horde. They manage to kill several Guards, buying precious moments, before they are overtaken. Akev's Guards cut them down and toss them aside. You are horrified, but there is no time to grieve. Duma Hall is still too far away.

This would seem an ideal time for Akev to appear and gloat over his victory, yet the captain of the Guard is nowhere to be found. Stranger still, about half of the Tenebris-corrupted Guards break off from the assault, and flee north through the streets. Are they running away? Just as you start to think your fortunes have turned, Grigory snaps you back to reality.

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Grigory turns to face the coming swarm. "For the others to have any chance, Alek, you and I must hold our ground."

Battle Event

Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield. Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:14 - Victory*.

Chapter 3:14 - Victory

You manage to make it to the hall. Once inside the manor, members of the militia quickly barr the door with tables, chairs, and anything else they can find. Expecting to immediately hear the sound of Akev's soldiers slamming against the entry or scratching at the wood, you are surprised to be greeted with silence.

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You nod solemnly. "It's been an honor serving with you, Captain."

Proceed to page 62, and read Chapter 3:17.

Chapter 3:15 Mir: Market Square - Alek

A few members of the Mir militia remain behind to give the others time to escape. Without armor or proper weapons, they are forced to attack the Guard with bricks and stone, and to shield themselves with scraps of wood. Akev's Guards tear through their ranks effortlessly, ripping into their flesh, and tossing their victims aside.

This would seem an ideal time for Akev to appear and gloat over his victory, yet the captain of the Guard is nowhere to be found. Stranger still, about half of the Tenebris-corrupted Guards break off from the assault, and flee north through the streets. Are they running away? Just as you start to think your fortunes have turned, Grigory snaps you back to reality.

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After their transformation, Akev's Guards are stronger and faster. They easily catch up to you before you arrive at the steps of Duma Hall. One of the creatures leaps up at you with a snarl, and then crumples to the ground when you bash his face in with the hilt of your sword.

Grigory turns to face the coming swarm. "For the others to have any chance, Alek, you and I must hold our ground."

Battle Event

Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:15 - Victory*.

Chapter 3:15 - Victory

You manage to make it to the hall. Once inside the manor, members of the militia quickly barr the door with tables, chairs, and anything else they can find. Expecting to immediately hear the sound of Akev's soldiers slamming against the entry or scratching at the wood, you are surprised to be greeted with silence.

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You see the wheels in his head turning. Even now, he is strategizing, looking for a way to win.

"I don't see any way out of this," you say. "There are too many."

For the briefest moment, Grigory appears irritated, but then he smiles faintly.

"Then we make our last stand here and kill as many as we can. The other Stonebound will have to finish what we started."

You nod solemnly. "It's been an honor serving with you, Captain."

Move the Guards to Mir: Duma Hall. Proceed to page 63, and read Chapter 3:18.

Chapter 3:16 Mir: Duma Hall - Grigory

Accepting your upcoming death fills you with a sense of peace. Your only focus now is to take down as many of the creatures as possible before you die. Every Tenebris-infested Guard you kill now will be one less problem the others will have to worry about. You wonder what your fellow Stonebound are up to. Have they found the Valley? You only hope they are faring better than you.

Your thoughts are interrupted by the cry of a horn. You're so sure of your own fate, you assume it is the sound of reinforcements arriving for Akev's army. Instead, when you look down, you see Golden Scythe soldiers pouring into the streets, surrounding the enemy, and expertly cutting through their ranks.

"It's Tabitha!" Alek cries. "She made it!"

Your eyes widen in surprise. It seems this day has been filled with nothing but bad news. Now that your luck has turned, you can scarcely believe it.

"You suppose they could use a hand?" Alek wonders. He's grinning from ear to ear.

Laughing like children, you race back down the stairs.

"Remove the barricade!" you shout to the militia.

"Quickly!" Alek adds.

Your soldiers appear confused, but they obey your command, following your lead as you leap out the door, ready to rejoin the fight.

Battle Event

Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:16 - Victory*.

At this time you may spend Lux Essence to unlock nodes on the Guards' Skill Trees before proceeding to the next scene.

Chapter 3:16 - Victory

To your amazement, you stand victorious. The bodies of the corrupted Guards slowly liquify, forming puddles of black tar on the cobblestone streets. The stench is nearly unbearable, but it does not quell your sense of relief or pride in your companions.

"Well met," you say to Tabitha, gently pushing your way through a crowd of Golden Scythe soldiers to greet her.

Though she nods respectfully when she sees you, Tabitha's face is stern.

"Where is Akev?" she demands. "My men tell me he managed to slip away from the battle unharmed."

Just then, you notice smoke from the north edge of town. The sky has turned faintly orange. You hear a shout in the distance. "They're burning the granaries!"

"What madness is this?" you demand.

Move the Guards to Mir: Granaries. Proceed to page 64, and read Chapter 3:19.

Chapter 3:17 Mir: Duma Hall - Grigory

Accepting your upcoming death fills you with a sense of peace. Your only focus now is to take down as many of the creatures as possible before you die. Every Tenebris-infested Guard you kill now will be one less problem the others will have to worry about. You wonder what your fellow Stonebound are up to. Have they found the Valley? You only hope they are faring better than you.

Your thoughts are interrupted by the cry of a horn. You're so sure of your own fate, you assume it is the sound of reinforcements arriving for Akev's army. Instead, when you look down, you see Golden Scythe soldiers pouring into the streets, surrounding the enemy, and expertly cutting through their ranks.

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"You suppose they could use a hand?" Alek wonders. He's grinning from ear to ear.

Laughing like children, you race back down the stairs.

"Remove the barricade!" you shout to the militia.

"Quickly!" Alek adds.

Your soldiers appear confused, but they obey your command, following your lead as you leap out the door, ready to rejoin the fight.

Battle Event

Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:17 - Victory*.

At this time you may spend Lux Essence to unlock nodes on the Guards' Skill Trees before proceeding to the next scene.

Chapter 3:17 - Victory

To your amazement, you stand victorious. The bodies of the corrupted Guards slowly liquify, forming puddles of black tar on the cobblestone streets. The stench is nearly unbearable, but it does not quell your sense of relief or pride in your companions.

"Well met," you say to Tabitha, gently pushing your way through a crowd of Golden Scythe soldiers to greet her.

Though she nods respectfully when she sees you, Tabitha's face is stern.

"Where is Akev?" she demands. "My men tell me he managed to slip away from the battle unharmed."

Just then, you notice smoke from the north edge of town. The sky has turned faintly orange. You hear a shout in the distance. "They're burning the granaries!"

"What madness is this?" you demand.

Move the Guards to Mir: Granaries. Proceed to page 64, and read Chapter 3:19.

Chapter 3:18 Mir: Duma Hall - Grigory

Accepting your upcoming death fills you with a sense of peace. Your only focus now is to take down as many of the creatures as possible before you die. Every Tenebris-infested Guard you kill now will be one less problem the others will have to worry about. You wonder what your fellow Stonebound are up to. Have they found the Valley? You only hope they are faring better than you.

Your thoughts are interrupted by the cry of a horn. You're so sure of your own fate, you assume it is the sound of reinforcements arriving for Akev's army. Instead, when you look down, you see Golden Scythe soldiers pouring into the streets, surrounding the enemy, and expertly cutting through their ranks.

"It's Tabitha!" Alek cries. "She made it!"

Your eyes widen in surprise. It seems this day has been filled with nothing but bad news. Now that your luck has turned, you can scarcely believe it.

"You suppose they could use a hand?" Alek wonders. He's grinning from ear to ear.

Laughing like children, you race back down the stairs.

"Remove the barricade!" you shout to the militia.

"Quickly!" Alek adds.

Your soldiers appear confused, but they obey your command, following your lead as you leap out the door, ready to rejoin the fight.

Battle Event

Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:18 - Victory*.

Chapter 3:18 - Victory

To your amazement, you stand victorious. The bodies of the corrupted Guards slowly liquify, forming puddles of black tar on the cobblestone streets. The stench is nearly unbearable, but it does not quell your sense of relief or pride in your companions.

"Well met," you say to Tabitha, gently pushing your way through a crowd of Golden Scythe soldiers to greet her.

Though she nods respectfully when she sees you, Tabitha's face is stern.

"Where is Akev?" she demands. "My men tell me he managed to slip away from the battle unharmed."

Just then, you notice smoke from the north edge of town. The sky has turned faintly orange. You hear a shout in the distance. "They're burning the granaries!"

"What madness is this?" you demand.

Move the Guards to Mir: Granaries. Proceed to page 64, and read Chapter 3:19.

Chapter 3:19 Mir: Granaries - Grigory

By the time you reach the granaries there is no hope of saving them. The wall of flame stretches to the night sky silhouetting Akev and the remainder of his army. Despite the hideous nature of the Guards, Akev appears much like you remember him, but you have a feeling he is human in appearance only.

Akev's voice carries to you over the roar of flames.

"Grigory, I warned you what would happen if you stayed in Isofar." Did you feel it necessary to test my resolve?"

"The people of Isofar will never let you get away with this," you say, gesturing to the army behind you. "What can you hope to accomplish here?"

"The people of Isofar are weak!" Akev screams. "When real power is offered to them they will seize it."

"Not when it costs them everything."

"No? Allow me to demonstrate the lengths people will go for power. Felix, would you come here?"

There are gasps from the Mirfolk when they recognize Felix among the corrupted Guard. A moment later, the insults and accusations begin to fly.

"Felix has been my special boy, haven't you Felix?" Akev pinches Felix's cheeks and laughs. "He was having so. much. trouble. with the guilds. He was practically begging me for help."

"The poison," Tabitha breathes to herself. "Felix, you traitor! It was you all along!"

"Oh my, yes!" replies Akev, chuckling. "He did such a good job playing you against each other that I'll forgive him for temporarily losing his way at the end. Come Felix, receive your reward."

Felix stands before Akev and bows his head. Akev reaches out his hand, now swirling with dark energy, but before he can lay it on Felix's head, Felix begins to speak.

"People of Mir. Tabitha. I'm sorry for what I did. I thought getting rid of the guilds would be good for Mir, but I never wanted this."

Akev pauses, his face contorting in rage.

"Weakness!" he sneers before violently striking Felix down.

You decide that now would be the best time to attack.

"Charge!" you yell. And the Mir militia surges forward.

Battle Event

Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place 'Boss - Captain Akev' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:19 - Victory* below.

Spirit Boss Challenge C1:2 now unlocked!

Chapter 3:19 - Victory

You strike the killing blow and Akev falls to the ground. The militia is expertly mopping up the few remaining Guards. When the last Guard falls, a ragged cheer rises from the militia, but the cheer is cut short when the bodies of the Guards begin to move again. The corpses slowly rise from the ground and begin making their way towards Akev as if pulled by a magnet. The pieces of the Guard's bodies that remain behind melt into viscous pools of black liquid.

"Get back!" you yell. "Don't let it touch you!"

The corpses collapse in a heap on top of Akev and a noxious black cloud consumes the pile. From the center of the cloud, you can hear the wet slapping of flesh and the sharp pops of cracking bones.

Suddenly, a giant thing bursts forth from the cloud and half stumbles, half runs toward the flaming granaries. It leaps through the flames and disappears into the darkness beyond.

Place a narrative chip on Mir: Market Square.

Begin exploration phase.

Upon arrival at Mir: Market Square, proceed to page 66, and read Chapter 3:20.

Chapter 3:20 Mir: Market Square - Alek

It seems the whole town is packed into Market Square to hear the first public address of the newly elected mayor. The air is still tinged with the acrid smoke of the granaries, which finally burned out sometime in the early morning, but the smell does little to inhibit the celebratory atmosphere. The wreckage in the Square has been mostly cleaned up and the overturned carts have been pushed out of the way to make room for the crowd.

"I can't do this," says Tabitha, wringing her hands.

You look at Tabitha skeptically. "The mighty Tabitha can face down the hordes of Tenebris and not break a sweat, but put her in front of a crowd and she becomes as shy as a cat."

Tabitha gives a nervous laugh. "I can't exactly vanquish the crowd with my sword."

"No," you agree. "You have to use your words."

"So you want me to vanquish the crowd..with my words?"

"Vanquish, motivate, encourage, inspire. I dunno, pick one."

Grigory clears his throat. "If you two are done? I believe the people are waiting to hear from their new mayor."

"Okay, wish me luck."

Tabitha steps out onto the steps of Duma Hall and the crowd cheers.

"People of Mir, we made it!"

More cheers. The relief in the air is palpable.

"We have survived! But survival is not enough. There is a new evil in the world, but today, we proved that we are stronger. Today, we remember the fallen, whose sacrifice has given us this new chance at life."

There is a moment of silence before Tabitha continues. "We must forget our old grievances and come together as one city to rebuild. Our food stores have been destroyed and this winter will bring lean times. We need to rely on each other now more than ever to make it through. But we will come out stronger on the other side. Many of you have heard the rumors of the Stonebound. Some of you have even seen Captain Grigory and Alek display their powers firsthand. I'm here to tell you that the stories are true. The Stonebound walk among us, and they will lead us in the fight against this new evil."

There are a few scattered cheers, but there are many who remain silent, unsure how to feel. Tabitha pushes on.

"I will be sending a contingent of soldiers and workers to support and fight alongside the Stonebound.

Any who wish to volunteer will be welcome. For everyone else, there are houses that need to be rebuilt and crops that need to be replanted. We will rise from these ashes stronger than ever, but only if we work together. Mir needs you. Isofar needs you."

Tabitha waves to a light smattering of applause and walks back to you and Grigory while the crowd begins to disperse.

"Nice speech." you say.

"Not quite the reaction I hoped for," Tabitha replies, frowning.

"They'll come around," Grigory says. "They just need time. They've seen the effects of Tenebris firsthand. On top of that, we're asking them to fit the Stonebound into their worldview somehow. It's a lot to take in."

"I have a feeling I'll be answering a lot of questions in the coming days," Tabitha says. "What about you? What are you two going to do next?"

"We're going to destroy that thing," you say. "Akev, or whatever it is, is still out there."

"All in good time," says Grigory. "But first, we need to gather our strength. We'll regroup at Fort Istra and come up with a plan of attack. Akev may have underestimated us, but he won't do so again."

Stonebound have returned from their Commissions.
Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 6 in the Fort Istra & Save Index Book to send out **Commission Five**!

END OF CHAPTER 3

Exploration Phase now uses Enemy Index Chapter 4. See page 13 in the Enemy Index Book.

A new Caravan Quest is available!

Move the Caravan Chip to Node 92. Caravan Quest 3 is now available. See page 113 in the Quests book.

New Side Quests are available!

Additional Side Quests are now available for Chapter 4. See page 4 in the Quests Book.

Place a narrative chip on Fort Istra: Courtyard.
Begin exploration phase.
Upon arrival at Fort Istra: Courtyard, proceed to page 68, and read Chapter 4:1.

Chapter 4

Chapter 4:1 Fort Istra: Courtyard - Grigory

"We're here."

The volunteers from Mir look at you strangely, before one of them manages to ask if you're at the right fort. Standing before you are ruins that look to be hundreds of years old.

"It's good to be home!" says Alek, smiling mischievously before disappearing.

You chuckle at the shocked expressions of your new volunteers.

"Alek's just having a bit of fun with you. Please, come in and be welcome."

You lead the group through the invisible barrier and walk into a beehive of activity. The sound of hammer on stone, sawing wood, and clashing swords assaults your ears.

"Welcome to Fort Istra. You can set yourselves up in the barracks and wash up over there," you say pointing out the barracks.

"After that, you can grab a meal in the mess hall. I'll have Kellen assign you your new positions first thing in the morning."

You pause until everyone's attention is drawn back to you.

"I want to thank you all for being here. You've left your homes and your families to come here and make a difference, and I don't take that lightly. Thank you."

"Don't thank us," replies a woman. "We're doing this to protect those homes and families we left."

You nod at her in understanding.

"Well, I'll let you all get settled in.

In your dream, you are hovering in the night sky. All of Isofar stretches out beneath you. The lush forests in the south, the endless golden fields of central Isofar, the rugged foothills with a severe beauty of their own, and there, looming over everything, the mountains, distant and untouchable. From your vantage point the great cities of Isofar appear as nothing more than dots when compared to the vast expanse of the wilderness. It's breathtaking, but something is wrong.

You hover over each city and simultaneously fly through the streets searching for the source of the wrongness. You explore Razdor, Silny, Mir, and a hundred other tiny villages before you finally find something. Strofa and Ryba are entangled in tendrils of darkness. You follow the twisting darkness back to its source - an impenetrable shadow in Fort Strazh.

You wake up in a pool of sweat to find Dunamis standing over your bed. You manage to stifle your scream, but your heart is nearly bursting out of your chest.

"Dunamis," you finally manage. "What are you doing here?"

"You and Alek must go. Tonight. Strofa and Ryba need your help."

"I saw Tenebris. We have an army now..."

"No," Dunamis cuts you off. "There will be a time for armies later. Stealth and finesse are required here. Akev still lives and he is more powerful now than when you first faced him. If you can liberate the people of Strofa and Ryba, THEN you will have the strength to face Akev."

"Which city should we go to first?" you ask, but Dunamis is gone, vanished into thin air.

"Unbelievable," you mutter. You spot Alek across the room, still sound asleep. "Truly unbelievable."

Choose a path:

A. Liberate Strofa First.

Place a narrative chip on Node 57.
Begin exploration phase.
Upon arrival at Node 57, proceed to page 69, and read Chapter 4:2.

B. Liberate Ryba First.

Place a narrative chip on Ryba: Field Gate. (Ryba mini-map)
Begin exploration phase.
Upon arrival at Ryba: West Gate, proceed to page 77, and read Chapter 4:10.

Chapter 4:2 Vilka Bridge - Grigory

As you reach the bridge just east of Strofa, you see a small merchant vessel making its way downriver. You hail its crew, and they stop to greet you. The captain, a stout woman with a face as wrinkled and worn as an old map, introduces herself as Bronya. Learning that you are in need of safe passage into town, she demands an enormous sum and seems little interested in haggling.

"River traffic is tightly controlled by the Circle of Seers," she explains. "A month ago, that wouldn't have bothered me, but these days even the Seers are acting strangely. They harass ships for no reason, and they don't bother to arrest smugglers, they execute them."

"I can meet your price," you tell her, "but I won't pay you until we arrive safely in Strofa."

"What sort of fool do you take me for?" she demands.

You lock eyes with the captain. "You have my word that you will be paid in full."

"The word of a stranger doesn't mean much to me."

Choose a path:

A. Pay 50 Sil. (remove 50 Sil from Sil Dual Dial)
Proceed to *Chapter 4:2 Victory?*

B. Leave and come back when you have the Sil.
Begin Exploration Phase.

Chapter 4:2 - Victory?

Bronya leads you down into the cargo hold, passing crates of potatoes and bags of grain before she reveals a secret compartment at the back of the ship.

"The most I've ever squeezed into here is three people," she explains. "With just the two of you, it should be comfortable enough, at least for a short trip."

The space, as it so happens, is barely wide enough for you to sit shoulder-to-shoulder. Before Alek has a chance to voice his complaint, you interject to thank the captain for her assistance. "You're taking a big risk by helping us."

"One I will be well paid for," she reminds you.

"Surely we don't need to spend the entire voyage locked away?" Alek demands.

"If the accommodations are not to your liking," Bronya counters, "you can find another ship."

Grudgingly, Alek nods his assent, and you both settle in for the journey. Though you are loath to admit it, there is something about confined spaces that makes you feel uneasy. Alek must sense this because he attempts to lighten the mood.

"We've been in tighter spots before, right?" he asks. "Figuratively, I mean, because we've literally never been in a tighter spot than this." You can't help but laugh.

At the end of your voyage, and under the cover of darkness, Bronya drops you off at the Volkrok, a local inn.

"I've arranged a meeting with Cid, the harbormaster," she explains. "He can see to your needs. He's also an old friend, and not a man to be trifled with."

"Thank you for your kindness," you say. With that, Bronya shakes your hand and you find your way inside.

Move the Guards to Strofa: The Volkrok (Mini-Map). Proceed to page 70, and read 4:3.

Chapter 4:3 Strofa: The Volkrok - Alek

You pass through the interior of the Volkrok and enter a central courtyard large enough to house several trees and flower gardens. There are tables and chairs scattered amongst the greenery, and a small bar along the eastern wall, well stocked with a variety of drinks. A stuffed Volkrok hangs above the courtyard, held aloft by an intricate web of iron chains bolted to thick wooden beams. The massive beast nearly eclipses your view of the night's sky.

The courtyard is empty except for one man seated at a table near the center.

"It's a trophy," he explains, pointing to the Volkrok. "Slain by one of my predecessors."

"Are you Cid?" Grigory asks.

The man nods and gestures to the open chairs at his table. You take a seat next to Grigory.

"There are things happening in this town that once only existed in story and song," he tells you. "Whatever business you think you have in Strofa, you would be wise to head elsewhere. A sickness has taken hold. A corruption."

"That's why we're here," Grigory explains.

The harbormaster laughs. "If you are looking for trouble, you've come to the right place. The Circle of Seers have gone mad. They say they are merely obeying the commands of Uvidet, that our god can see matters far beyond our mortal understanding. Maybe that's so. I can only tell you what I see with my own eyes. A corruption has nearly consumed the Tower of Uvidet. I would hardly call that a sign of god's blessing. The overseer hides within, offering no words of comfort or wisdom. In the meantime, his Seers crush all who dare oppose him. They've executed a hundred rebels in the streets and locked up hundreds more in the warehouses."

He points upward toward the Volkrok. "There was a time when creatures like this were a rare sight in Strofa, the stuff of myth and legend. Now the rivers are full of them."

"Is there any way we can reach the tower without being detected?" you ask.

The harbormaster considers this. "The sewers. Once you reach the tower, though, you'll face heavy resistance."

"If we could convince the town to rise up, we wouldn't have to hide," Grigory says. "We could take the tower by force."

"The sun will be up soon," the harbormaster reminds you. "Whatever you do, I suggest you do it quickly. And under the cover of darkness."

Choose a path:

A. Free the townspeople and make a frontal assault.

Place a narrative chip on Strofa: Warehouse District (Mini-Map). Upon arrival at Strofa: Warehouse District , proceed to page 71, and read Chapter 4:4.

B. Sneak into the tower through the sewers.

Place a narrative chip on Strofa: Tower of Uvidet. (Mini-Map). Upon arrival at Strofa: Tower of Uvidet, proceed to page 72, and read Chapter 4:5.

Chapter 4:4 Strofa: Warehouse District - Grigory

You find your way to the Warehouse District. Everywhere you look, there are Seers patrolling the dimly lit streets. Some walk alongside corrupted dog-like creatures they have leashed with iron collars and chains. The grotesque beasts are as large as wolves, and their eyes burn a fiery red.

You do your best to avoid detection, until at last, you arrive at the warehouse Cid indicated on your map. Guarding the entry is none other than the hand of Uvidet, leader of the military wing of the Seers. He appears to be giving orders to a zealot who has one of the creatures on a chain. Thankfully, you manage to catch them by surprise.

Battle Event

Place a '4 Star - Dusk Stalker' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - 'Seer Zealot' and AI deck on an enemy dashboard in slot III of the battlefield. Place a '4 Star - Hand of Uvidet' and AI deck on an enemy dashboard in slot IV of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:4 - Victory* below.

Chapter 4:4 - Victory

Inside the warehouse, you release a handful of prisoners from their chains, and they begin quickly freeing the others.

Dawn breaks as the freed civilians pour out into the streets. The commotion immediately attracts the attention of the other zealots, and a brawl breaks out between the two sides. Even though the zealots are well armed, you have a huge numerical advantage. You are pushing the zealots back when a voice cuts through the noise.

"Halt! Stop this madness!" A man with pupilless eyes and a short white beard pushes his way through the fray and stands before the recently freed prisoners. He wears the robes of a Seer and is escorted by a small troupe of personal guards.

"The eye of Uvidet," you hear one of the freed prisoners whisper.

For a moment, the prisoners fall silent, waiting to hear his pronouncement. Perhaps hoping for some explanation as to why the Circle of Seers has become unhinged.

"Those who have been detained on the overseer's orders, I ask that you go back to your cells peacefully. I give you my word that none of you will be harmed for this transgression. Many of you will soon have the chance to confess your sins against Uvidet and return to your normal lives, but those who stand against us now will not receive this mercy."

You sense a slight hesitation as the people weigh the risk of striking out against the Circle. Years of familiarity with the Seers makes the choice all the harder. You decide they need a little push.

"The overseer has been corrupted," you tell the crowd. "He no longer follows Uvidet's guidance. Your chains are all the proof you need. Your freedom will not be given to you. It can only be earned."

Move the Guards to Strofa: Tower of Uvidet. Proceed to page 73, and read Chapter 4:6.

Chapter 4:5 Strofa: Tower of Uvidet (Sewers) - Grigory

Cid, the harbormaster, helps you open the entrance to the sewers.

"It's a straight shot from here to the tower," he explains. You thank him for his help as he passes down a couple of lanterns and seals the entry behind you.

"Good luck in there," Cid whispers through the grate.

The sewers are filled with a rancid stench, somehow even fouler than what you had imagined. An enormous, Tenebris-corrupted rat splashes through the water, charging past you and disappearing into the darkness.

"If I had known there would be rats the size of dogs," Alek admits, "I would have cast my vote for the other plan."

Just then, you hear something large slam into the sewer wall, creating ripples in the water. Alek turns to you, eyes wide.

"Captain, I don't think we're alone down here."

An enormous Volkrok emerges from the shadows and charges toward you, snapping its jaws.

"Nope, definitely not alone," you reply.

Battle Event

Place a '4 Star - Volkrok' and AI deck on an enemy dashboard in slot I of the battlefield. The 'Volkrok' has **+10 HP over base stats**.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:5 - Victory* below.

Chapter 4:5 - Victory

As you travel further into the sewers, you notice something strange. Black vines have broken through the ground above and spread into the tunnels, corrupting the water with a thick, black sludge that trickles down the walls, slowly corroding everything it touches.

"Even the local vegetation has been twisted by Tenebris," Alek marvels.

The farther you go, the thicker the vines become, until eventually, you have to cut your way through.

Alek shakes his head, sweating after the long effort to clear a path.

"If I ever decide to take up gardening, remind me of this. I've hacked enough weeds to last a lifetime."

You smile. "I'll remind you that, in the end, it was worth the effort."

Proceed to page 74, and read Chapter 4:7.

Chapter 4:6 Strofa: Tower of Uvidet - Alek

Convinced to take your side, the freed prisoners charge forward, attacking the zealots. In the chaos, the eye of Uvidet is separated from his guards. Sensing the opportunity, Grigory charges toward the Eye, and you follow him into battle.

Battle Event

Place a '4 Star - Eye of Uvidet' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.
If victorious: Proceed to *Chapter 4:6 - Victory* below.

Chapter 4:6 - Victory

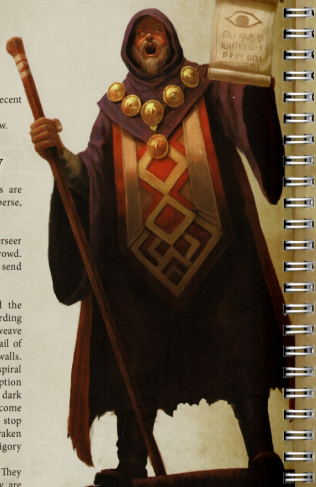
With the eye of Uvidet defeated, the zealots are demoralized. Those who weren't killed disperse, fleeing the escaped prisoners.

"You are not out of danger as long as the overseer rules from his tower," you warn the assembled crowd. "We must make haste, before he has a chance to send for reinforcements."

The freed prisoners march with you toward the Tower of Uvidet, easily dispatching the Seers guarding the main entry. Dark tendrils of corruption weave through every crevice of the tower, leaving a trail of corrosive black sludge that oozes down its stone walls. You enter the tower and begin climbing the spiral staircase. The higher you go, the worse the corruption gets. Near the top, even the air is filled with a dark presence. As the civilians breath it in, they become disoriented and confused. Eventually, they stop walking and become unresponsive. You try to awaken one of them by shaking their shoulders, but Grigory pulls you aside.
"It's no use," he explains. "We're Stonebound. They aren't. Without protection from the Voice, they are helpless against the corruption."

"Then let's end the corruption," you say.
Grigory nods and charges ahead, pushing through a set of black iron doors, and you follow him inside.

Proceed to page 75, and read Chapter 4:8.



Chapter 4:7 Strofa: Tower of Uvidet - Alek

Dark tendrils of corruption weave through every crevice of the tower, leaving trails of corrosive black sludge that oozes down the stone walls. As you climb the spiral staircase, the infestation of Tenebris becomes even more apparent. Even the air is filled with a dark presence.

Before reaching the top of the tower, you are intercepted by a man with pupilless eyes and a short white beard. The eye of Uvidet, spiritual leader of Strofa. He is escorted by a small group of acolytes.
"Who are you? What business do you have with the overseer?" he demands.
Though you are doubtful the men barring your path will listen to reason, you feel obliged to give them the benefit of the doubt.
"The Circle has lost its way. You have allowed darkness to corrupt your religion. We are here to purge the corruption."
The eye of Uvidet laughs. "You break into the sacred tower seeking to remove the blessings of our god," he says, "all the while acting as if you were doing us a favor. I admire your boldness. Your understanding, however, appears limited."

The acolytes ready their weapons, and plunge down the stairs to engage you in battle.

Battle Event

Place a '4 Star - Seer Acolyte' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield. Place a '4 Star - Eye of Uvidet' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:7 - Victory*.

Chapter 4:7 - Victory

Having dispatched the eye of Uvidet, you make your way to the top of the tower, pushing through a set of double doors cast from black iron.

Proceed to page 75, and read Chapter 4:8.

Chapter 4:8 Strofa: Tower of Uvidet - Grigory

Beyond the entryway, you discover the overseer sitting cross legged and floating in midair. His eyes are closed, and he appears to be chanting a prayer. As he does so, dark tendrils of corruption sprout from his body like vines. They snake their way into every crevice of the tower, penetrating the stone and oozing corrosive black tar that eats away at the walls.

"This is it," you tell Alek, "the heart of Strofa's corruption."

A strange thought suddenly enters your head. For the briefest of moments, you feel the urge to step forward and allow the tendrils to embrace you. You imagine yourself taking the overseer's place and ruling Strofa not just as a captain, or even as a king, but as a god. Something calls to you from the back of your mind, and your thoughts are your own again.

"You may be too far gone for any healing," you tell the overseer, "but say the word, and I will offer the release of death. There is no need for you to endure your suffering even a moment longer."

The overseer interrupts his chant, as if noticing your presence for the first time and turns to face you with a pained expression. For a moment, you think he might take you up on your offer. Then his face hardens, and whatever he was feeling is converted to rage. With a wave of his hand, the room fills with a sudden burst of light. Where there was once a single man floating before you, there are now four identical overseers, each matching the others' movements. As he addresses you, all four versions speak in unison.

"Your vision is limited," he explains. "All you can see is the sacrifice, not the reward that awaits us at the end of our labors. Uvidet is building a new Isofar, and he has chosen me as his vessel."

"There is no Uvidet," Alek says, "It's Tenebris that has corrupted you."

"Listen to him," you say. "None are so powerful, or so wise, that they are immune to its effects. Even at this very moment, I found myself drawn to its power. If I can resist, perhaps there is still hope for you."

He laughs. "The best lies have a grain of truth. The only reason you are here is to take Uvidet's blessing for yourselves, but I am afraid you are unworthy vessels for such power."

With that, each overseer's staff ripples and four bolts of lightning lash across the room with a deafening crack. Uncertain who to attack, you have no choice but to charge into battle against multiple targets.

Battle Event

Place a '4 Star - Overseer' on an enemy dashboard in slot I, slot II, slot III and slot IV of the battlefield. Shuffle the AI deck for 'Overseer' and place 2 AI cards from the deck on each dashboard in the AI draw pile face down.

Each Overseer begins the battle with 3 blue cubes (defense). Cubes are removed at the start of Overseers' turn as normal.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:8 - Victory* below.
Note: After Victory - only obtain enemy loot from one Overseer (not four). Spirit Boss Challenge C1:3 now unlocked!

Chapter 4:8 - Victory

With the overseer defeated, the tendrils of corruption crisscrossing through the stones of the tower dissipate. As they disappear, many of the stones become unsettled. For a moment, you wonder if the entire structure might suddenly collapse beneath you, but the tower holds.

"Now," you say, grabbing Alek by the shoulder, "let's go raise an army."

Proceed to page 76, and read Chapter 4:9.

Chapter 4:9 Strofa: Sdelka Square - Alek

You make your way down into Sdelka Square, where the townspeople have gathered to celebrate their liberation from the overseer. You follow Grigory as he pushes his way through the crowd. The residents of Strofa immediately fall silent, waiting to hear him speak. For a moment, Grigory appears uncharacteristically at a loss for words. Then he smiles grimly and faces his audience.

"The overseer is dead," he announces. "He, and the rest of the Circle, may have thought they were following the commands of Uvidet, but they were led astray. Uvidet is not real."

There are audible gasps from the crowd, but Grigory continues undeterred.

"The corruption you all witnessed was caused by Tenebris, and it's not confined to Strofa or the Seers. Tenebris has taken hold everywhere, and Isofar will never know peace until we purge it from our lands."

Grigory's speech is greeted with an eerie silence. You scan the crowd for signs of approval, but instead, find a sea of skeptical faces. Though the residents of Strofa have recently faced hardship, it is a wealthy town, filled with successful merchants and businesses. Most gathered here are dressed in silks and other finery. They have spent their lives believing in Uvidet and have been rewarded with easy lives.

Your hope in the people begins to fade. But then, the Voice whispers to you and you suddenly find yourself moved to speak.

"You have seen the effects of Tenebris firsthand," you say. "How can you stand idly by while you know this same corruption is affecting your fellow Isofarians?"

"What can we do against it?" calls out a voice from the crowd.

" It's too strong!" shouts another.

"We're not asking you to fight alone," you reply. "The Stonebound will fight with you."

"Stonebound? The Stonebound are a myth!" someone shouts.

"I assure you, we are no myth," Grigory says. "We have willingly risked our lives for you because that's what Stonebound do, but it's also what good citizens do. Isofar is only as strong as its people. Will you aid Isofar in its hour of need?

A man steps forward from the crowd. Cid, the harbormaster.

"We stand with you," he says. His announcement is greeted with a chorus of "ayes," though some of the townspeople remain silent.

"The people of Strofa are generally peaceful and pragmatic," Cid explains. "We prefer to let others do our dirty work, but I have no doubt we will find our courage."

A second figure approaches. It is Bronya, the captain who offered you passage into town.

"We owe this woman a great debt," you say to the crowd. "She risked her life to smuggle us into the city. Were it not for her, Strofa would not be free."

Bronya dismisses you with a wave of her hand.

"Save your speeches," she says. "I'm too old to be impressed by them. It is we who owe you." She holds a coin purse out to Grigory. "I'll trade you this bag of money for a sword to swing."

Grigory smiles. "With you at our side, we might just win this war."

Stonebound have returned from their Commissions. Record gathered materials in the Fort Istra Stash and remove all cubes from the map. **Commissions are now complete for this Campaign.**

A. If 'Liberate Ryba First' scenario is not complete, place a narrative chip on Ryba: Field Gate (Mini-Map). Upon arrival at Ryba: Field Gate, proceed to page 77, and read Chapter 4:10.

B. If 'Liberate Ryba First' scenario is complete, place a narrative chip on Fort Strazh: West Gate (Mini-Map). Upon arrival at Fort Strazh: West Gate, proceed to page 86, and read Chapter 4:18.

Chapter 4:10 Ryba: Field Gate - Grigory

Dressed as simple merchants and using the hoods of your cloaks to conceal your faces, you pass into town through the Field Gate. Several corrupted Guards stand watch at the entry, harassing the small crowd of civilians entering Ryba. They snarl at a young boy, who immediately cries out and latches onto the leg of his mother. When they see that the Guard are in a foul mood, a few of the civilians ahead of you turn back, leaving whatever business they had in town for another day.

"No matter what they do or say, keep calm," you remind Alek. Your friend nods solemnly.

"A time to fight and a time for restraint," he agrees, "but the sooner we liberate this town, the better."

As you approach the gate, one of the Guards sniffs the air as if they've caught a familiar scent. Scrambling toward you, he snaps his jaws. When you don't flinch, the corrupted Guard laughs, impressed with your courage. For a moment, it is not clear whether or not he will let you pass. Then he presses the blunt end of his spear into your back and rudely pushes your forward. "Move along," he snarls.

Alek lets out a low whistle once you're clear of the gate.

"That was close," he whispers.

At first glance, Ryba seems unaffected by the presence of the Tenebris-corrupted Guard. Children still laugh and chase each other through the streets and vendors still peddle their goods from the market square. On closer inspection, however, there are signs of distress all around you: shops that have been boarded up, garbage left out to pile up in the streets, and most telling, the haunted looks in the eyes of the people. When the vendors in the marketplace glance up at you, their smiles are superficial, and their eyes are full of suspicion.

You eventually make your way to the docks, passing the long, wooden bridge leading to Fort Stena. The bridge is blocked off by a small gatehouse where a corrupted Guard is stationed. He sneers at you as you pass.

As the most fortified position in the area, the fort is undoubtedly where Akev has stationed the bulk of his forces in Ryba, but there is no way to tell from outside how many of his corrupted Guard wait within.

When you reach the shipyards, you discover something unexpected; four enormous Tumani ships anchored in the harbor. The red and white sails of their vessels are as unmistakable as their dragon mastheads. Alek stares up at the fleet in surprise.

"Tumani?" he asks. "What are they doing here?"

"Akev's forces are weaker in town than I would have imagined," you explain. "He must have called in the Tumani to augment his defenses."

"Perhaps if we had any gold," Alek suggests, half-joking, "we might be able to convince them to switch sides."

You smile. "The Tumani have always wanted to make Isofar pay for its supposed heresy against their old god. I'm sure they are more than happy to aid in our destruction. Whatever Akev is paying them is just icing on the cake."

Without so much as glancing up, a Tumani raider pushes you aside brusquely as he passes, nearly knocking you into the water. He is dressed in fine, red leather armor and a cloak made from the hide of a gray bear. The raider doesn't seem to view you as a threat, but merely a minor hindrance. Instinctively, Alek turns around to face him, but you place your hand on his chest, holding him back. Your companion relaxes and then laughs at his own foolishness.

"You're right," he says, "It's not time for that yet. I shouldn't be so thin-skinned."

"The longer we linger at the docks," you reason, "the more likely we are to draw attention to ourselves. We should try to find somewhere to plan our next move."

You make your way to the Anchor Well, a tavern on the edge of the Warehouse District, selecting a table at the far corner of the candle-lit bar where it is less likely that you will be disturbed.

Proceed to page 78, and continue reading Chapter 4:10.

Chapter 4:10 Ryba: Field Gate - Grigory

"The Tumani ships are the key to Ryba's defenses," you explain, as you scratch out a quick map of Ryba on a scrap of parchment. "We could use the ballistae at Fort Stena to take out their entire fleet. Or we could sneak onto one of the ships, attacking their forces from one of their own vessels. Either way, we should wait for nightfall."

Alek laughs. "So either we will find ourselves surrounded by Akev's corrupted Guard at the fort, or an entire flotilla of Tumani raiders?"

"If we had any other choice," you admit, "I'd say either approach would be a fool's errand, but we are short on time and out of options."

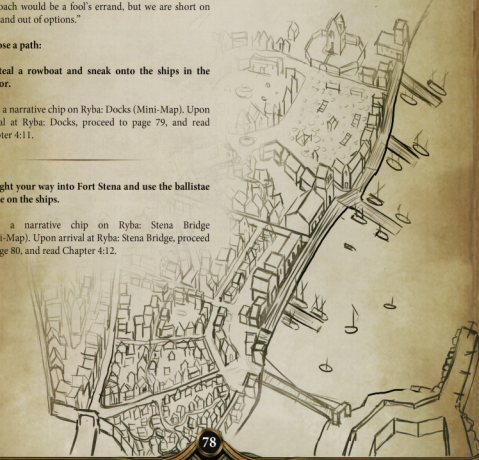
Choose a path:

A. Steal a rowboat and sneak onto the ships in the harbor.

Place a narrative chip on Ryba: Docks (Mini-Map). Upon arrival at Ryba: Docks, proceed to page 79, and read Chapter 4:11.

B. Fight your way into Fort Stena and use the ballistae to fire on the ships.

Place a narrative chip on Ryba: Stena Bridge (Mini-Map). Upon arrival at Ryba: Stena Bridge, proceed to page 80, and read Chapter 4:12.



Chapter 4:11 Ryba: Docks - Alek

After dark, you slip out from the Anchor Well tavern and make your way through the town's winding alleyways toward the docks. A cold wind sends a wave crashing against the wharf, spraying water over the wooden platform. You trudge forward slowly in the dim light until you hear voices coming up ahead from one of the longboats.

"I'm telling you," one says, "my grandfather saw it with his own eyes, plain as I see you."

As you draw near, you can make out the shadowy forms of two Tumani raiders. Both appear drunk, and the boat is otherwise unguarded.

"How could something that big live under the ice?" the other voice argues, "What would it eat?"

"I don't think we're going to find a better opportunity than this," Grigory whispers to you. "If we take them out quietly, we can steal their long boat and use it to board one of the larger ships."

You nod and follow Grigory as he sneaks up on the two Raiders.

Battle Event

Place a '4 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:11 - Victory*.

Chapter 4:11 - Victory

With the raiders subdued, you steal their longboat and set sail toward the Tumani fleet. Though all of their vessels are impressive, one stands out as the flagship. Larger than the others, the boat bears a three-headed dragon cast in bronze as its masthead and is armed with a giant ballistae toward the stern.

"So, all we have to do now is board the Tumani command ship and use it to destroy their entire fleet," you remark to Grigory, your teeth chattering as a cold wind whips across the water. "Easy enough."

Move the Guards to Ryba: Harbor. Proceed to page 81, and read Chapter 4:13.

Chapter 4:12 Ryba: Stena Bridge - Alek

After dark, you slip out from the Anchor Well tavern and make your way through the town's winding alleyways toward the Fort Stena bridge. As you approach the gatehouse, a corrupted Guard draws his sword and blocks your path.

"Who goes there?" he snarls. The pier is so dimly lit that he can likely only see the shadowy outline of two figures standing ready to charge the bridge. Hearing the Guard cry out, two Tumani raiders rush to his aid. It seems you have no choice but to fight them if you want to cross the bridge to Fort Stena.

Battle Event

Place a '4 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot III.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:12 - Victory* below.

Chapter 4:12 - Victory

You manage to subdue both the Guard and the raiders. No reinforcements charge onto the bridge from the fort, so it is safe to assume that they have not yet detected your presence.

"That was simple enough," you tell Grigory. "Now all we have to do is sneak across the bridge, fight our way through an entire fortress of Tenebris-corrupted soldiers, and destroy a flotilla of Tumani ships. Easy."

Grigory is too focused on the task at hand to even crack a smile.

"The only reason Akev would hire Tumani raiders is if his forces were spread too thin. If we're lucky, this fort is being held by only a handful of the Guard."

"And if we're unlucky?" you ask. "What if there is a full regiment of soldiers waiting for us on that side of that gate?"

"I'm sure we'll think of something."

Somehow, you don't find that very reassuring, but you begin sneaking your way across the bridge.

Move the Guards to Ryba: Fort Stena. Proceed to page 82, and read Chapter 4:14.

Chapter 4:13 Ryba: Harbor - Grigory

Though the water is choppy, you manage to pull alongside the ship and quietly slip onboard. As you do so, a powerful gust of wind sends a wave crashing against the starboard side, spilling water over the deck and filling the air with spray. The timbers creak as the boat tilts, knocking you and Alek flat on your backs. You slide on the deck feet first until the ship settles and the waters calm a little. Though drenched, you are otherwise unharmed. Looking around you see only two raiders near the bow of the ship. They don't appear to have noticed your movements. The rest of the crew must be below deck.

"Hold fast to the side of the ship," you tell Alek. "When the next wave hits, we'll take out those two raiders."

Alek nods. His teeth are chattering from the cold, but he offers no complaint. In anticipation of the next wave, the raiders stand with their backs to you clinging to the handrail. Water crashes over the ship as the next wave hits. The moment it subsides, you race forward toward the distracted raiders.

Battle Event

Place a '4 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:13 - Victory*.

Chapter 4:13 - Victory

Having secured the deck of the ship, you race to the stern and load a bolt into the giant ballistae. The bolt's tip has been lathered with black tar from a barrel of pitch. Using one of the lookout's lanterns, Alek sets the tip of the bolt ablaze. You take aim at the nearest Tumani vessel, and your first shot tears through the ship's hull. One of its lookouts begins ringing an enormous iron bell to warn the others, but the vessel has already caught fire and started to sink. Wasting no time, Alek loads another bolt and you fire on a second ship. By the time the crew of the flagship comes up from belowdecks, you've laid waste to the three other Tumani vessels.

Proceed to page 83, and read Chapter 4:15.

Chapter 4:14 Ryba: Fort Stena - Grigory

You are nearly at the gates of Fort Stena when one of the Guards spots you and calls for backup. A few hastily shot arrows clatter off the wood planking at your feet narrowly missing you.

"Bungling fools," you hear one of the Guards shout to the others. "There are only two of them! Cut them down!" With that, the gates creak open, and several Guards and Tumani raiders pour out from the fort to greet you.

Battle Event

Place a '4 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot III and slot IV of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:14 - Victory* below.

Chapter 4:14 - Victory

After dispatching the raiders and Guards, you enter the fort through the open gate. Charging up a spiral staircase, you emerge from a tower onto the outer wall of the fort. The ballistae are here, but they are protected by a Guard who is more mutated than the others. Six horns have sprouted from her head in the shape of a crown. She stands at least eight feet tall, and the muscles of her arms are as thick as tree branches beneath her dark, matted fur. Though she has outgrown her clothes, you still recognize the tattered remains of a Guard uniform.

Proceed to page 84, and read Chapter 4:16.

Chapter 4:15 Ryba: Harbor - Alek

You recognize the first raider to emerge. It's the Tumani in the red leather armor who slammed into Grigory earlier in the day, nearly knocking him into the water.

You laugh. "I've been looking forward to this all day."

The Tumani charge towards you and you press forward to meet them in battle.

Battle Event

Place a '4 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. The 'Tunami Raider' in slot II has **+1 ATK, +1 DEF, +2 AP, and +13 HP over base stats**.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:15 - Victory* below.

Chapter 4:15 - Victory

Though you manage to kill the first wave of Tumani raiders, reinforcements continue to arrive from belowdecks.

"We can't hold them off," Grigory warns. "Kick the barrel!"

You immediately realize what he is planning. You kick the barrel of pitch as hard as you can, tipping it over and spilling black tar onto the deck. Grigory smashes the lantern into the pool of liquid and a wall of flame leaps up from the deck of the ship, separating you from the Tumani.

Grigory dives into the water and you follow his lead. When you resurface, you are temporarily disoriented, but then you feel Grigory's hand grab you and pull you into the longboat. By the time you make it to the pier, all that remains of the fleet are a few burning planks floating in the water.

"What about Fort Stena?" you ask, staring at the fort from across the water.

"Listen," Grigory says, cocking his head.

Bells ring out somewhere in town and you can make out the distant sounds of battle amplified over the water. It appears the townspeople have taken matters into their own hands."

Move the Guards to Ryba: Town Hall. Proceed to page 85, and read Chapter 4:17.

Chapter 4:16 Ryba: Fort Stena - Alek

"Stonebound," the corrupted Guard leader sneers. "I can smell it on you."

"You do have a rather impressive nose," you admit. "I suppose you have us at an advantage there. On the other hand, you're outnumbered two-to-one."

"Boastful insects," she sneers.

"If you'd like," you suggest, "we will accept your unconditional surrender. You can live to smell another day!"

"I don't think this is helping, Alek," Grigory warns.

"Well, it was worth a shot," you tell him.

The creature leaps forward, bearing her claws.

Battle Event

Place a '4 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I of the battlefield. The 'Tenebris Guard' has **+2 ATK, +1 DEF, +1 AP, and +10 HP over base stats**.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:16 - Victory* below.

Chapter 4:16 - Victory

Once the Guard leader is slain, you arm the giant ballistae with an enormous bolt and swivel it toward the Tumani ships anchored in the harbor. The tip of each bolt is covered with pitch, which Grigory lights with a torch hanging nearby. You carefully aim and fire, scoring a direct hit on the Tumani flagship. You can spot motion on the decks of the ships as the raiders desperately try to maneuver their ships, but they were clearly caught off guard. One-by-one, you take the ships out. By the time you're finished, all that remains of the Tumani flotilla are a few burning planks floating in the water.

In the distance, you hear the bells ringing from the town hall.

"Looks like we got the town's attention," you say.

Grigory nods grimly. "Let's hope they're ready to join the fight."

Move the Guards to Ryba: Town Hall. Proceed to page 85, and read Chapter 4:17.

Chapter 4:17 Ryba: Town Hall - Grigory

When the Tumani ships started burning more than a few Rybans took the opportunity to rise up and cast off their oppressors, but many more hid in their homes. Now, the residents of Ryba are gathered in the town square like frightened children. As you stand before them, you are not met with cheers, but questions from a hundred frightened townspeople all shouting at once.

"Are they sending reinforcements?" one asks.

"What were those creatures?" demands another.

"It's not too late!" a young man claims. "If we surrender, Akev might show mercy!"

You attempt to answer the questions being thrown at you, but your answers are lost in the noise.

"Let him speak!" Alek yells, and the crowd finally grows silent.

You stare out at a sea of anxious faces and find yourself suddenly at a loss for words. You came seeking to raise an army, but the townspeople are too afraid to celebrate their own liberation from Akev's forces.

Suddenly, the Voice calls out to you, and your mind is filled with a series of images. You see a baker dragged into the streets and beaten by Akev's guards, his clothing torn to shreds, a mass grave dug by townspeople just outside of Ryba's walls, houses set on fire with the inhabitants still trapped inside. With each image, you absorb some of the suffering of the town, taking it on as your own. You can understand now why they are afraid. You abandon the speech you had been half-rehearsing in your head and instead let the words tumble out of you.

"Captain Akev's soldiers were corrupted by a darkness called Tenebris. This corruption is happening all over Isofar. You have every right to be afraid, but you can't let fear drive you to inaction. Inaction is acceptance, and I will not accept a world ruled by Tenebris. We have a chance to defeat Akev and his army, but it will take every one of us. I'm asking every man and woman old enough to take up arms to join us at Fort Strazh so that we can put an end to Akev and his army.

At first, your words are met with silence. Then, a man steps forward, his clothes are torn and flecked with blood. He has obviously been part of the recent fighting.

"We stand with you," he says. His announcement is greeted with a chorus of "ayes" from the crowd, and you feel a smile creeping across your face. It seems the young man is well-respected in town.

"What's your name, soldier?" you ask.

"Avraam, sir," he replies.

"Avraam. Do you think you can organize these volunteers?"

"Yes sir."

"Good, have them gather any weapons and supplies you can and ready yourselves for battle. We don't have much time."

When you're ready to march to Fort Strazh," he assures you, "the people of Ryba will follow your command."

A. If 'Liberate Strofa First' scenario is not complete, place a narrative chip on Node 57.

Begin exploration phase.

Upon arrival at Node 57, proceed to page 69, and read Chapter 4:2.

B. If 'Liberate Strofa First' scenario is complete, place a narrative chip on Fort Strazh: West Gate (Fort Strazh Mini-Map).

Begin exploration phase.

Upon arrival at Fort Strazh: West Gate, proceed to page 86, and read Chapter 4:18.

Chapter 4:18 Fort Strazh: West Gate - Grigory

A chill breeze blows in off the ocean over Fort Strazh carrying with it the stench of decay. The combined forces of Mir, Strofa, and Ryba stretch out to either side of you, led by Tabitha, Cid and Avraam. Your army is made of farmers, merchants, fishermen, carpenters, blacksmiths, and even a few soldiers, ordinary Isofarians risking everything to win their country back. You couldn't be more proud.

At the head of the assembled army sits a shielded battering ram large enough to smash through the gates of Fort Strazh, the soldiers next to it awaiting your orders to charge.

"People of Isofar! Today, we stand against Tenebris and the corruption it brings. We are slaves to darkness no longer! We fight to protect the ones we love! We fight for a better world! We fight for Isofar!"

A great battle cry erupts from the army as you signal the charge. The massive battering ram lurches into motion, followed closely by those with shields. Archers take up the rear, ready to fire on anyone who appears on the walls.

When the ram is halfway to the gate, a dark form shoots into the air from behind the fort's walls. At first you think it's some sort of projectile, but the dark form suddenly unfurls its wings and reveals itself to be a large flying creature. Some of the soldiers around you falter, but you urge them on.

"Keep going!" you shout.

The creature above tucks in its wings and dives towards the battering ram, breathing a noxious stream of darkness out of its mouth. The breath strikes the shielding of the ram and disperses into a toxic cloud, but the ram is undeterred. It covers the remaining distance and slams into the gate, shattering it to splinters.

Behind the ruined gate, the courtyard is filled with corrupted Guards. You and Alek are the first to smash into their ranks.

Battle Event

Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I, slot II of the battlefield. Place a '4 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot III, slot IV of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:18 - Victory* below.

Chapter 4:18 - Victory

You win your initial skirmish, clearing an opening near the gate, and giving the army enough room to flood into the courtyard. The corrupted Guards are in disarray, but what they lack in tactics they make up for in ferocity. Despite the fact that it takes two or more people to take down each Guard, your army is slowly gaining control of the courtyard.

At this time you may spend Lux Essence to unlock nodes on the Guards' Skill Trees before proceeding to the next scene.

Move the Guards to Fort Strazh: Courtyard. Proceed to page 87, and read Chapter 4:19.

Chapter 4:19 Fort Strazh: Courtyard - Alek

"Alek!" Grigory shouts to you over the noise. "We need to find Akev! He's probably holed up in the keep."

"Even now, he's still leading from the rear!" you yell back.

Grigory rallies a few more soldiers to your side, and together you begin cutting your way up the stairs to the wall-walk. When you reach the top of the wall, a huge shadow crosses overhead causing you to instinctively duck. You are almost blown over as the giant flying creature passes directly overhead and slams onto the ground before you, blocking the door to the keep.

The creature lets out a terrifying roar before inhaling deeply…

Battle Event

Place a '4 Star - Tenebris Drakondor' and AI deck on an enemy dashboard in slot I of the battlefield.
Tenebris Drakondor has +1 ATK, +1 DEF, and +10 HP over base stats.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:19 - Victory* below.

Chapter 4:19 - Victory

The creature gives one last shriek as it collapses to the ground. Once you're sure it's dead, you take a moment to survey the battle. The courtyard battle seems to be well in hand. There are only a few corrupted Guards left, but they are vastly outnumbered.

Grigory spots Tabitha below and waves to get her attention.

"Do you need help down there?"

"We can secure the rest of the fort!" she yells. "Find Akev."

"You heard the lady," you say.

"I did indeed," says Grigory. "Let's go meet the captain."

Move the Guards to Fort Strazh: Great Hall. Proceed to page 88, and read Chapter 4:20.

Chapter 4:20 Fort Strazh: Great Hall - Grigory

You open the massive doors to the great hall and are immediately overcome with the smell of rotting flesh. Black fog fills the room, obscuring your vision and making it difficult to breathe. At the far end of the hall, you can see a large pile of bone and flesh. As you approach it, the flesh begins to stir and takes a deep raspy breath.

"Griiiigory." The pained voice comes from somewhere beneath the pile.

"Akev? Is that you?"

"Griiiiig..ory….."

The voice trails off, as the mound of flesh and bone stands up. A massive multi-limbed creature stands before you, its muscles rippling in the dim light. The creature's horned head stares at you with intelligent red eyes. Everything about it feels wrong, but the most disturbing thing is Akev. His body is trapped beneath the muscles of the creature's torso, his face contorted in pain.

"GRIGORY."

The new voice that speaks rattles your chest.

"We killed you once," you growl. "This time we'll make it stick."

Battle Event

Place 'Boss - Tenebris Akev' and AI deck on an enemy dashboard in slot I of the battlefield.

Tenebris Akev begins the battle with 5 blue cubes (defense). Cubes are removed at the start of Tenebris Akev's turn as normal.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:20 - Victory* below.
Spirit Boss Challenge C1:4 now unlocked!

Chapter 4:20 - Victory

As the creature slumps over, you catch a glimpse of Akev's pained face relaxing into the peaceful embrace of death. You wait, sword ready, for the bones to start knitting themselves back together again, but nothing happens.

You wait, sword ready, for the bones to start knitting themselves back together again, but nothing happens.

"Do you think it's really dead?" asks Alek.

You reach out with your senses, but the dark presence seems to be gone.

"Yes, I think he's gone for good. Still, better not to take chances."

You light your sword on fire and touch it to the creature's corpse. Immediately, the purifying flames take hold and begin consuming the body.

"We need to march on Silny," says Tabitha.

"I agree," you say, "but the army needs time to rest and resupply.

You can hear the army still celebrating their victory in the courtyard outside.

"But we have the advantage," says Avraam. "We have momentum!"

"The captain's right," says Cid. "We've won a great victory here, "but an army marches on its stomach. We need to gather supplies, and we need time to heal our wounded."

"The wounded can be sent by boat to Fort Istra for care. The rest of you can stay here and gather your strength. In the meantime, Alek and I will go scout Silny. Marching an army against an unknown force is never wise."

"I'll go with you," volunteers Avraam.

You smile at Avraam's enthusiasm. "I appreciate the offer, but you are needed here. Sometimes a leader's job is just to be a reassuring presence."

Tabitha nods, thoughtfully. "When can we expect to see you again?"

"We won't be gone long," you say. "We'll just scout out Silny and return here."

"Go with the blessing of the Voice," she says.

Place a narrative chip on Silny: King's Gate (Mini-Map).

Begin Exploration Phase

Upon arrival at Silny: King's Gate, proceed to page 89, and read Chapter 4:21.

Chapter 4:21 Silny: King's Gate - Alek

The road to Silny was eerily quiet. In your journey from Fort Strazh to the capital, you never encountered a single traveler. You traded theories with Grigory as to why that might be. A lockdown in Silny? Tenebris making the roads too dangerous?

As you approach the King's Gate, there is no foot traffic, no gatekeeper, no Guards on the wall. None of the theories you came up with come close to the truth - Silny is completely abandoned.

You walk through the narrow streets with Grigory calling out to anyone nearby, but the only answer is your echo.

"What do you think happened to everyone? You ask.

"I don't know. The best-case scenario is that they evacuated before Tenebris corrupted them."

"I won't ask about the worst case," you reply, shuddering.

"Come," Grigory tells you, "let's check on King Karst, then we'll head back to the others."

Place a narrative chip on Silny: Castle Strig.

Begin Exploration Phase

Upon arrival at Silny: Castle Strig, proceed to page 90, and read Chapter 4:22.

WARNING

Campaign 1 concludes in the next scene. If you wish to complete any Side Quests or content from Campaign 1, do so before proceeding to the next page.

Chapter 4:22 Silny: Castle Strig - Grigory

You pause with your hand on the door and take one last look at Mt. Yorl. You are always amazed at how small Castle Strig looks when compared to the towering heights of the mountain above. Mt. Yorl was ageless when King Isofar founded his kingdom under its shadow, and it will remain standing long after the last Isofarian has died. You drop your gaze from the mountain peaks back down to Castle Strig. Your problems might not mean much to a mountain, but a great many people are still counting on you.

"Are you ready Alek?"

"Right behind you, Captain," he replies.

You nod and push the door open.

Inside, the castle is cold and dark. You make your way through the entry hall and pause at the doors to the great hall. You feel...a presence in the next room.

"On your guard, Alek. Something is here."

You push open the door, and quickly check the corners of the room. You almost miss King Karst sitting motionless on his throne.

"Sire!" you shout, rushing up to him and taking his hand. His only response is a low moan. Your thoughts turn inward, desperately seeking the Voice, begging for aid. You take a speaking stone and press it into Karst's hands. "Please, heal him," you whisper.

"Your prayers are useless here, Grigory," Temnota's voice fills the hall.

"Captain! Watch out!" shouts Alek, but it's too late. A bolt of darkness slams into you, pinning you to the floor.

"Where is she!" shouts Alek, spinning frantically. Another bolt catches Alek in the back, and he topples to the ground, unconscious.

Suddenly, Temnota appears out of thin air standing next to the throne. You struggle to move, but whatever force is pinning you down is too strong. Temnota slowly walks toward you with narrowed eyes.

"Heretic. Blasphemer." Each word is spit at you like a curse. "Only now, at the end, do you understand the true power of Uvidet."

"What have you done to the king?" you demand.

"I offered him the blessing of our god, but I'm afraid he was not a worthy vessel. No matter, Uvidet will soon have many new vessels to choose from."

"Vessels?" you ask. "Are you talking about the townspeople? Temnota, where is everyone?"

"In Razdor of course."

"Razdor? Why?"

"They are being brought to Uvidet. HE'S THERE." Your heart fills with dread. If Tenebris corrupts all of Razdor, there may be no stopping it.

"Listen to me, Temnota. Uvidet isn't real! You're being controlled by Tenebris! And it's going to corrupt everything if we don't stop it."

"NO!" she screams. "No more lies from you. This is where you end."

She raises her staff to strike you down, but powerful arms reach around Temnota from behind and grab her in a massive bear hug. King Karst takes the speaking stone you placed in his hand and presses it into Temnota's skin. Temnota's mouth opens in a soundless scream, and her body explodes into ash, knocking King Karst onto the ground. The ashes floating in the air reform into a horned figure before smashing through a window and flying away.

With Temnota gone, Alek regains consciousness and you suddenly find you can move again. You run to check on King Karst with Alek close behind.

"What happened?" Alek asks, but you don't have the heart to answer him.

Lying before you are the remains of Karst, king of Isofar, Stonebound.

END OF CAMPAIGN 1

Record the final stats of Grigory and Alek in the 'End of Campaign Save Index' in the Fort Istra and Save Index Book on page 83.

Continue the story by proceeding to Campaign 2!